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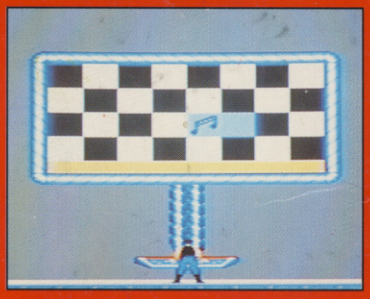

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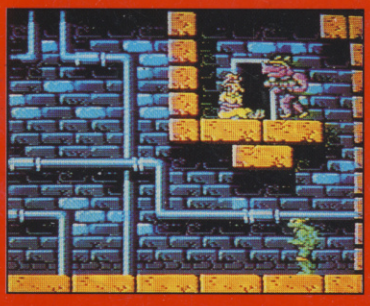

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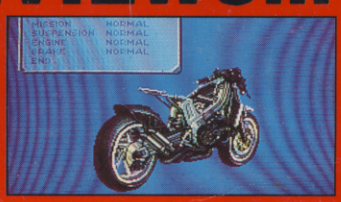

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The C+VG Complete Guide to Consoles Volume II is copyright EMAP IMAGES. No stealing any material contained within these pages without asking us first and getting our permission. So once again we're down at the bottom of the small print. Remember - in the great video game of life, you only get one credit. Hello Mum! Hello Dad! Hello Trees! Hello be my name! And finally, I've got one last announcement of very great importance

Greetings! A big welcome to the Complete Guide to Consoles Volume II. We're back again due to enormous demand - so firstly a big thanks to those who bought the first book.

We predict that 1990 will be the year of the console - after all, look at what's coming up. Both the Sega Megadrive and the PC Engine are going to officially appear in High Street shops in September. There's a hand-held console war hotting up, with the Atari Lynx launched in May, Nintendo's Game Boy out in September, and both the hand-held PC Engine and Sega Microdrive looming large (or should that be small?) on the horizon. And then there's news of Nintendo, SNK, Amstrad, Commodore and Atari all ready to set new consoles loose later on this year!

Whatever happens in the consoles scene - we'll be here to cover it!

By the way, if you have anything interesting to say about this book - or anything, for that matter - why not write to us? The address for your letters is: CONSOLE BOOK, C+VG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.

See you soon!

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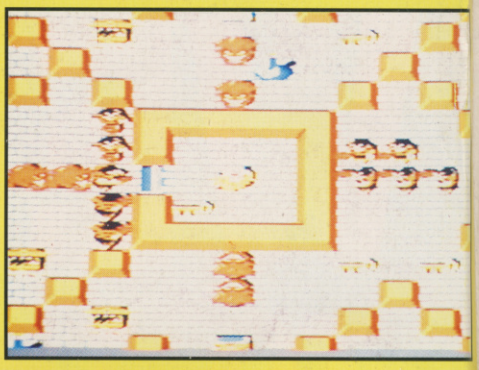

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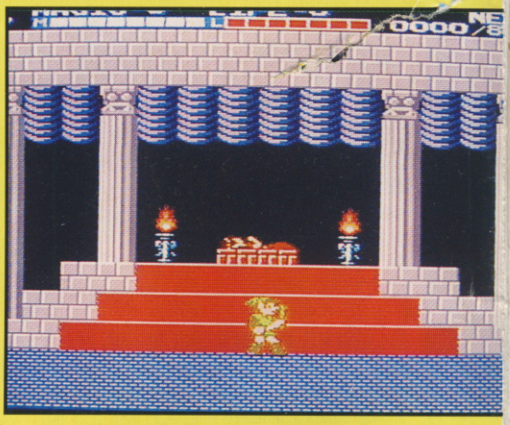

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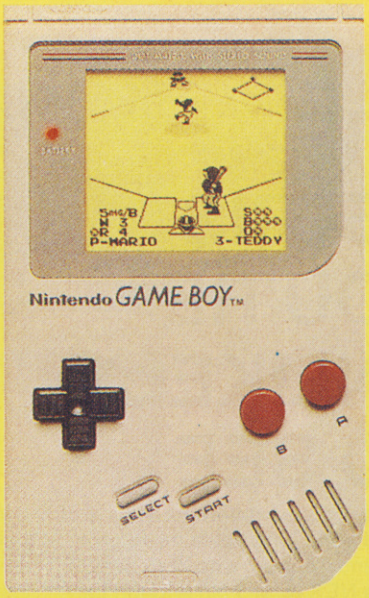

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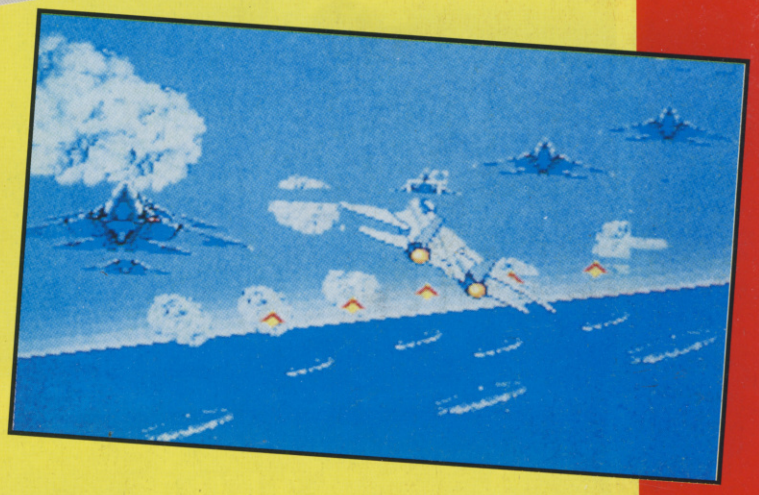

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We look into our crystal balls (that's why we walk funny) and take a look at some of the fabulous new console games coming during the summer, including Splatterhouse, Formation Soccer, Afterburner and Operation Wolf on the PC Engine, Super Monaco GP, Moonwalker, DJ Kid, Thunderforce III on the Megadrive, and Double Dragon and Qix on the Game Boy

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All the hottest news, including two new hand-held machines and two fantastic new consoles - plus exclusive pictures of the Tetris you're likely to never see...

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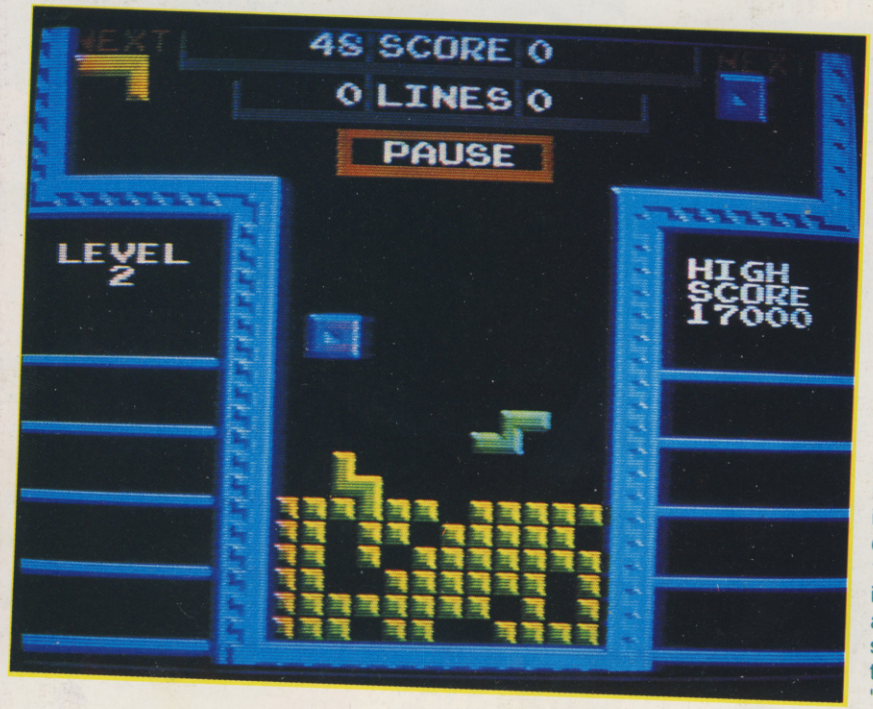
Did you win? Here are the results to all the competitions run in the Complete Guide to Consoles Volume I.

THE TETRIS YOU'RE UNLIKELY TO SEE

Here it is - the unfortunate loser of the eons-long battle between Nintendo and Tengen, who both decided that the NES wasn't big enough for both of their versions of Tetris.

The sad thing about the whole incident, from a games player's point of view, is that the Tengen game is actually a BETTER version than the one from Nintendo themselves - the "official" Tetris is not much more than a Gameboy port-across which looks and plays surprisingly poorly when transferred to the big-screen. Tengen's puzzler, on the other hand, is fast and colourful, with heaps of options and loads of music, and is selling on the console equivalent of the black market for up to £100.

You're unlikely to ever get to play what could have been one of the most addictive games on the NES which isn't called Super Mario Bros, so you'll just have to look at the screenshots and cry uncontrollably.



CPC CONSOLES

Amstrad are at last gearing up for an attack on the growing consoles market! Rumours abound of two new machines based on the wrinkly old CPC 464 and 6128, minus a keyboard but coming complete with a cartridge port and upgraded graphics and sound.

According to gossip gleaned from key industry figures, we've learned that the entry-level console, the 464 Plus, will appear in September at a price of £100, with its big brother, the 6128 Plus, costing about fifty quid extra. The machines will sport a cassette deck and disk drive respectively which means an already enormous catalogue of software, as well as the cartridge slot which will take carts of between 256K and 512K, costing around fifteen quid and utilising the souped-up technology.

Already, a number of top European software houses are supposed to be writing for the consoles, including such names as US Gold and even Virgin, who are handling the marketing and distribution of the two Sega machines in Europe!

A WHOLE NEW WORLD

Get ready for an awesome gaming experience, brought to you by the creators of the Ikari Warriors coin-op, SNK.

Called the Neo Geo (which means New World), this new console contains both 8 and 16 bit processors and custom graphics and sound chips which together will bring the user games which come as close to arcade perfection as anything presently available. Software will come on cartridges with an astonishing maximum storage capacity of FORTY MEGABYTES!!! Not only that, but the carts will also be configured so that you can save high scores and other such info to them indefinitely!

The setback? Each cart will cost almost £150, around the same price as a PC Engine or Megadrive - the machine itself will cost a few pence off three hundred quid - but SNK are hopeful that by 1991 they will have shifted something in the region of 300,000 consoles and an enormous 1.2 million cartridges; a somewhat ambitious figure considering that the Neo Geo is to be launched "sometime around late Spring".

HOT HAND-HELDS

Do you crave for the power of a PC Engine but want to play it on the train, in the McDonalds queue or while sitting on the toilet? Well then, get your peepers fixed firmly onto this little baby.

It's the portable PC Engine, the latest in the line of hand-held consoles which are wowing hip and trendy gamers across the globe. Ever-so-slightly larger than the Gameboy, it's done out in black, with a 3.5" colour LCD screen, and (this is the best bit) works with ALL current and forthcoming Engine cartridges! No price or launch date has been set at the time of writing, but it's looking likely that the machine will cost around £200, and will appear, via mail order outlets, in the latter half of this year.

While it sounds like an arcade gamer's dream come true, don't break into a sweat and start making funny noises just yet - at the moment, the prototype portable has a battery life of just three hours. Mind you, if those technological whiz-kids in the Far East can stick the power of the Engine into a box smaller than a paperback book, lengthening the battery time shouldn't be that much of a problem. And just think; your next excursion on the 11:02 to Edinburgh could become a blissful barrage of sound and graphics in the form of R-Type, PC Kid, Gunhed, etc, etc...

HOT HAND-HELDS II

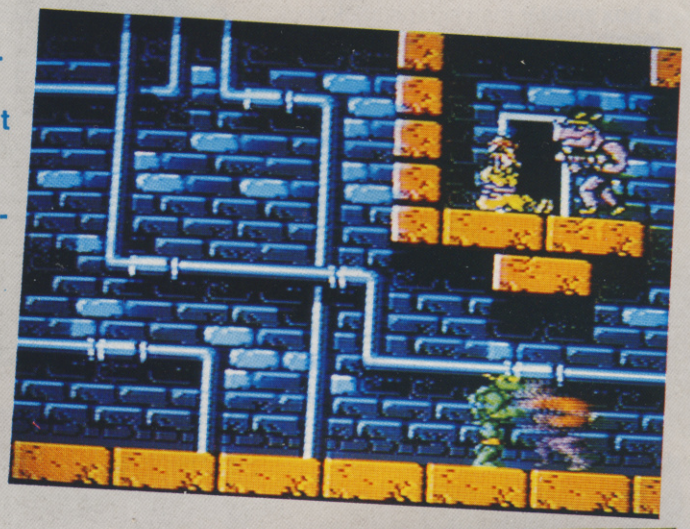
Not to be outdone by NEC, Japanese giant Sega are rumoured to be hard at work on a titchy version of the Megadrive! With a working title of the Microdrive, we've had a look at an artist's impression of the machine, and, well, our jaws had to be superglued back on! It's shaped like a Megadrive joypad and, in actual fact, isn't that much bigger. The screen (again, colour LCD) is about three inches in size, and all the necessary buttons are positioned comfortably around the casing.

But there's one snag - because of the size of the machine, current Sega carts obviously WON'T be suitable for use with the Microdrive. Which means that, while you'll be able to lay your hands on some terrific software ranging from beat 'em ups like Golden Axe to the astounding motorcycle coin-op conversion Super Hang-On, all those folks who already own a Megadrive will be a little peeved at having to buy the same game twice. But then again, that's a small price to pay for the privilege of owning a hand-held which has the potential to blow all contenders into oblivion. Again, cost and availability are unconfirmed, but we're probably looking at £200+ and a Japanese release date of Christmas.

COMPO

WIN A NINTENDO!

FOUR NINTENDO ENTERTAINMENT SYSTEMS WITH COPIES OF TEENAGE MUTANT HERO TURTLES AND BATMAN UP FOR GRABS!



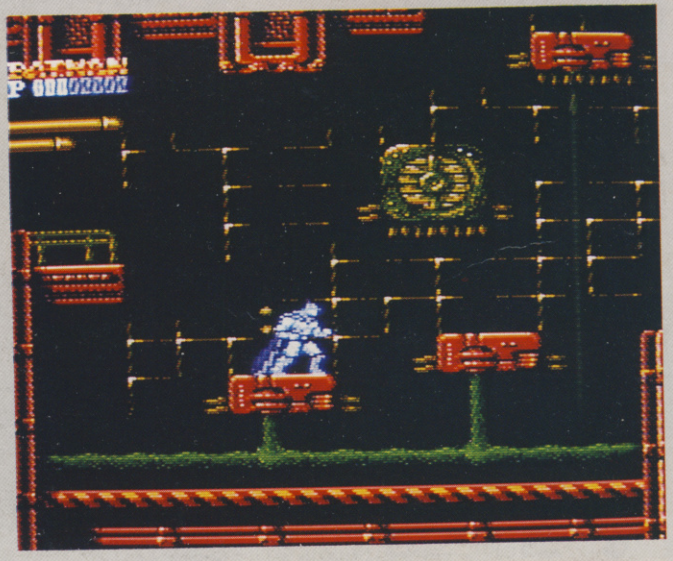
Psst! Wanna try and win a Nintendo Entertainment System and a couple of brilliant new games to play on it? How about Teenage Mutant Hero Turtles and Batman? Yeah? Then read on 'cos we've got four lots up for grabs.

What we want you to do is sort out the following three anagrams into Nintendo games. It's easy-peasy 'cos all the games are featured in this here little book...

SKROTE IDEA

MR ROOSI BAP USER

FAST BLEED SOLE



When you've got them, write them down on the back of a postcard or sealed-down envelope and post them of to: THE BIG FAT 'N' JUICY NINTENDO COMP, C+VG (CONSOLES BOOK), PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU. The closing date is 31st July - after that all entries will be put into a sack, and the first four correct ones out of the sack will win their senders a Nintendo Entertainment System plus copies of Teenage Mutant Hero Turtles and Batman.

And don't worry if you don't win - 'cos every entrant will become a member of Club Nintendo FREE!

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LYNX VS TH

The next twelve months are going to be a battleground for hand-held games machines - there's Nintendo's Game Boy, Atari's Lynx, and just around the corner, Sega's Microdrive and NEC's portable PC Engine. We compare the two that are available now...

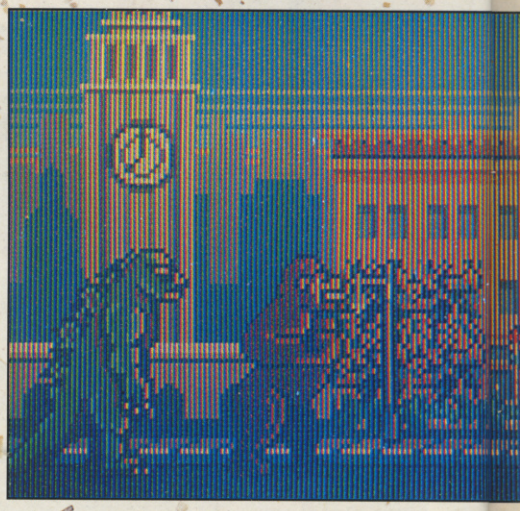
LYNX

PRICE: Available in May for £149.99 and includes free copy of California Games.
GRAPHICS: 16 colours on-screen at once from a pallette of 4096. The machine can handle up to 1024 sprites at once. The LCD screen is large enough not to cause eye-strain.
SOUND: Great four-channel stereo.
PROCESSOR: 6502C running at about 4Mhz.
BATTERY COST PER HOUR: £1.00

THE GAMES: Four games will be launched with the machine - Blue Lightning, Electro Cop, Gates of Zendocon and Chip's Challenge - three are reviewed in this book.
THE FUTURE: Expect to see a steady stream of impressive titles - for example, arcade giants Tengen have already announced that they're converting Hard Drivin', STUN Runner, Gauntlet and Cyberball!

GOOD POINTS

Available in May
Technically amazing
Incredible processing power
Colour screen
Great arcade conversions



coming soon like Hard Drivin',
STUN Runner and Cyberball

BAD POINTS

Very expensive to run on batteries - six last only three hours or so
No headphones supplied
Costs a lot
Far too bulky to be truly portable
Very awkward to get cartridges in and out
Joypad controls take time to wear in

E GAME BOY

GAME BOY

PRICE: Available officially in September at around £80-£100, but you can already buy it through specialist mail order importers at around £80.
GRAPHICS: Monochrome. The LCD screen is generally good, though the graphics in some fast-moving games tend to blur slightly, and it doesn't operate too well in dim light.
SOUND: Great four-channel stereo.
PROCESSOR: Rumoured to be 6502-based, but unconfirmed.
BATTERY COST PER HOUR: 15p
THE GAMES: Loads of great games including classics like Tetris, Marioland, Alligator Pinball, Castlevania and Hyper Lode Runner.
THE FUTURE: Enormous software support means that your Game Boy will never be short of software - heaps of new games are on their way, including Double Dragon II, Nemesis, Space Invaders, Batman and Ghostbusters II.

GOOD POINTS

Truly hand-held
Slips easily in your pocket
Batteries last yonks - four power the machine for over 25 hours
Has an excellent, ever-expanding software range
Joypad controls feel great
Solid construction
Official package includes stereo headphones

BAD POINTS

Black and white screen
Not available until September
Can't play it in the dark
Games might be too simple for arcade addicts

THE VERDICT

Quite simple really. If you want a technically incredible machine mainly to play at home and, when you're feeling extremely wealthy and have a well-padded bag, take with you on your travels, the Lynx is your machine.
For the gamer on the move, the Game Boy is the ideal machine. It's truly hand-held, pops into your pocket with ease and has an enormous battery life. And while the games might be simple compared with those on the Lynx, they're fun and make journeys literally fly by.

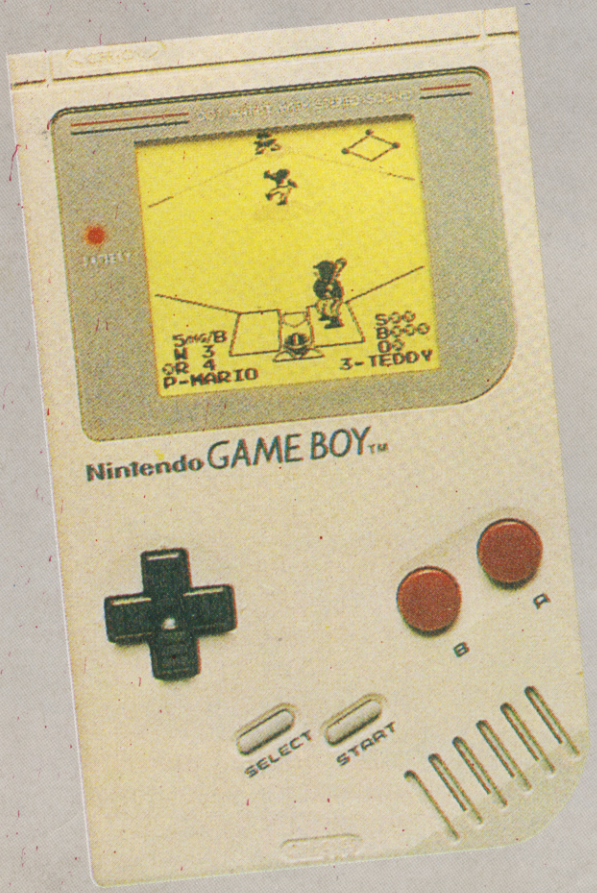
COMPO

MEGA·

WIN THE ULTIMATE C

How would you like to be the coolest console owner in Britain? Well, here's your chance in this most mega of megacomps ever seen in the history of the Universe. The unbelievable prize in this unbelievable comp is... a complete collection of games consoles! Which ones? Well, just check out this little lot:

A PC ENGINE
A MEGADRIVE
A GAME BOY
AND
AN ATARI LYNX



And you could well win the whole flippin' lot. Imagine the pose - owning all those machines! You wouldn't know which one to play next!!

.COMP

CONSOLE COLLECTION

So now you want to know how you can actually win these mega machines. Well, it's easy. What we want you to do is answer the following questions...

1. Roughly how long does a full set of Game Boy batteries last?
2. How many different courses in Super Hang-On?
3. Who are you trying to rescue in Electro Cop?
4. What does PC Kid eat to make him invincible?

They're not too difficult - as long as you've read this book properly! When you've got all the answers, write them down on the back of a postcard or a sealed-down envelope and send them off to: ME WANNA MARVELLOUS MOUND OF MEGA MEAN MACHINES COMP, C+VG (CONSOLES BOOK), PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU. The closing date of the competition is July 31st. After that day, all the entries will be put into a big sack, and the first correct one pulled out will win its sender a PC Engine, Sega Megadrive, Nintendo Game Boy and an Atari Lynx.

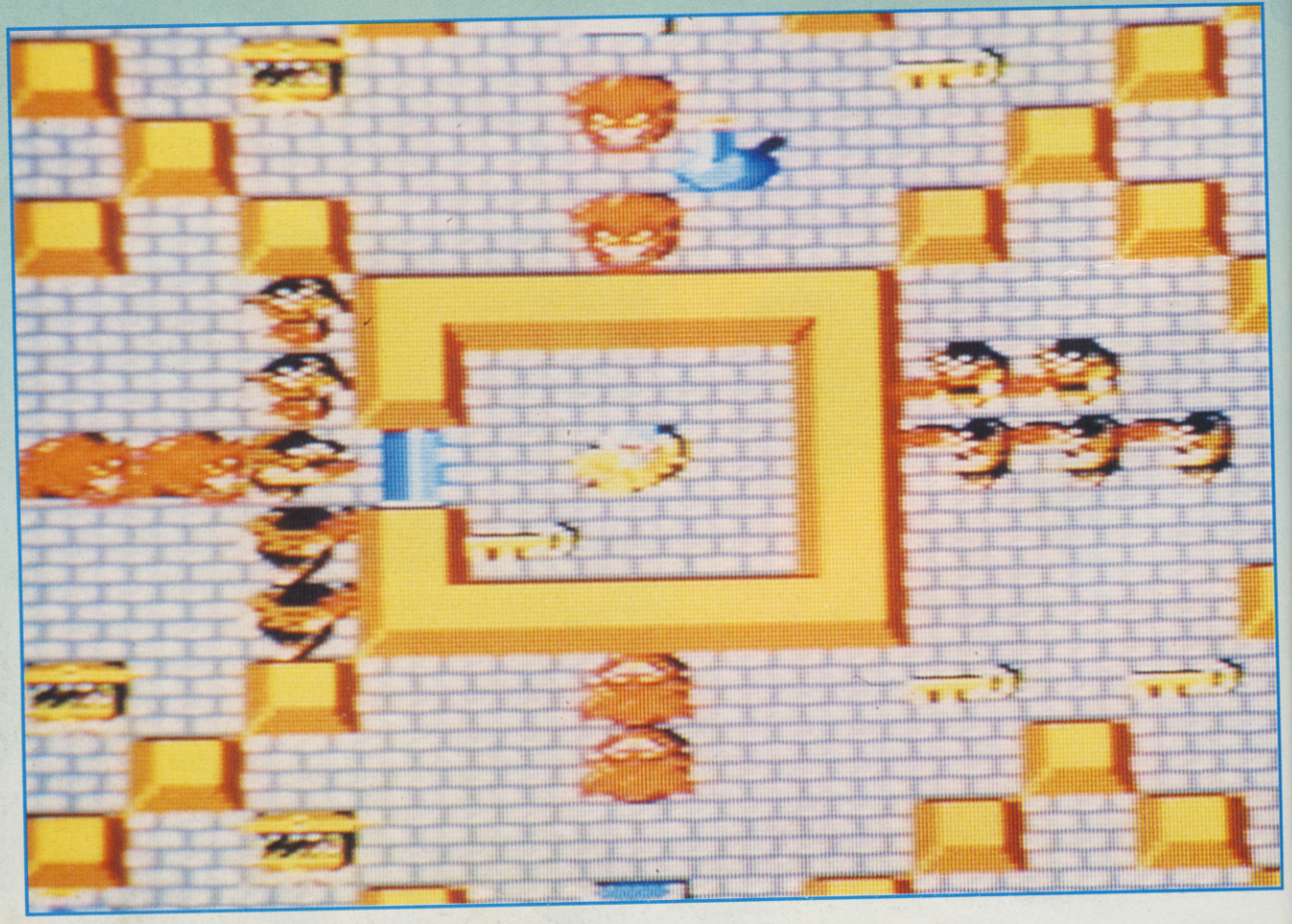
Good luck!

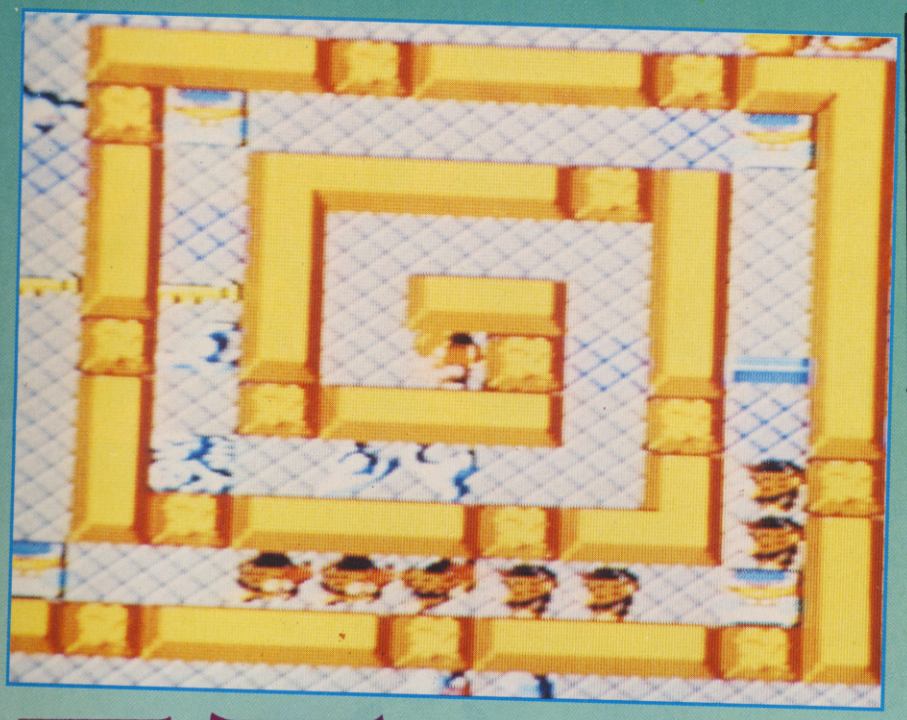
The first Sega Master System game to be released by a third party British company just so happens to be arguably the best title available for the 8 bit console, and certainly the most impressive conversion of the smash hit four-player coin-op ever seen.

Apart from the obvious reduction in the amount of players who can take part at any one time (it's dropped from four to two) there is next to no difference between this and the original. If you haven't seen the coin-op, the players are cast as mythical characters in a monster-infested dungeon spanning many levels, the object being to simply stay alive for as long as possible. There are items to pick up and use, such as energy potions, keys and armour, as well as objects which, if taken, can and will seriously damage your health. And don't forget the many and various denizens of the dungeon, which include ghosts, rock-hurling

SEGA/US GOLD

GAUNTL





RATINGS

GRAPHICS 96%
Coin-op perfect, with superbly drawn sprites and stunning backdrops.

SOUND 80%
The Sega sound chip produces some good coin-op style sound effects.

VALUE 92%
Whether you're playing solo, or with a friend, Gauntlet is a winner.

PLAYABILITY 97%
Tough, challenging and enjoyable from the word go.

OVERALL 96%
An absolutely outstanding conversion, which looks and plays just like the classic coin-op. Don't miss it under any circumstances.

ET

pixies and fire-breathing demons, all out to end your little excursion just as quickly as it began.

Arcade perfection is not a term to be used lightly, but in the case of Sega Gauntlet, we're hard pressed to find a better description. US Gold, who are more at home in the home computer market than the cut-and-thrust world of consoles, have produced a staggeringly good conversion which pushes the Master System to its limits and then some more. Graphically perfect, and sonically as good as can be expected considering the limitations of the Sega sound chip, plugging in this cart and switching on makes you believe that you're standing in the local arcade, running the Gauntlet (!) of all your favourite baddies.

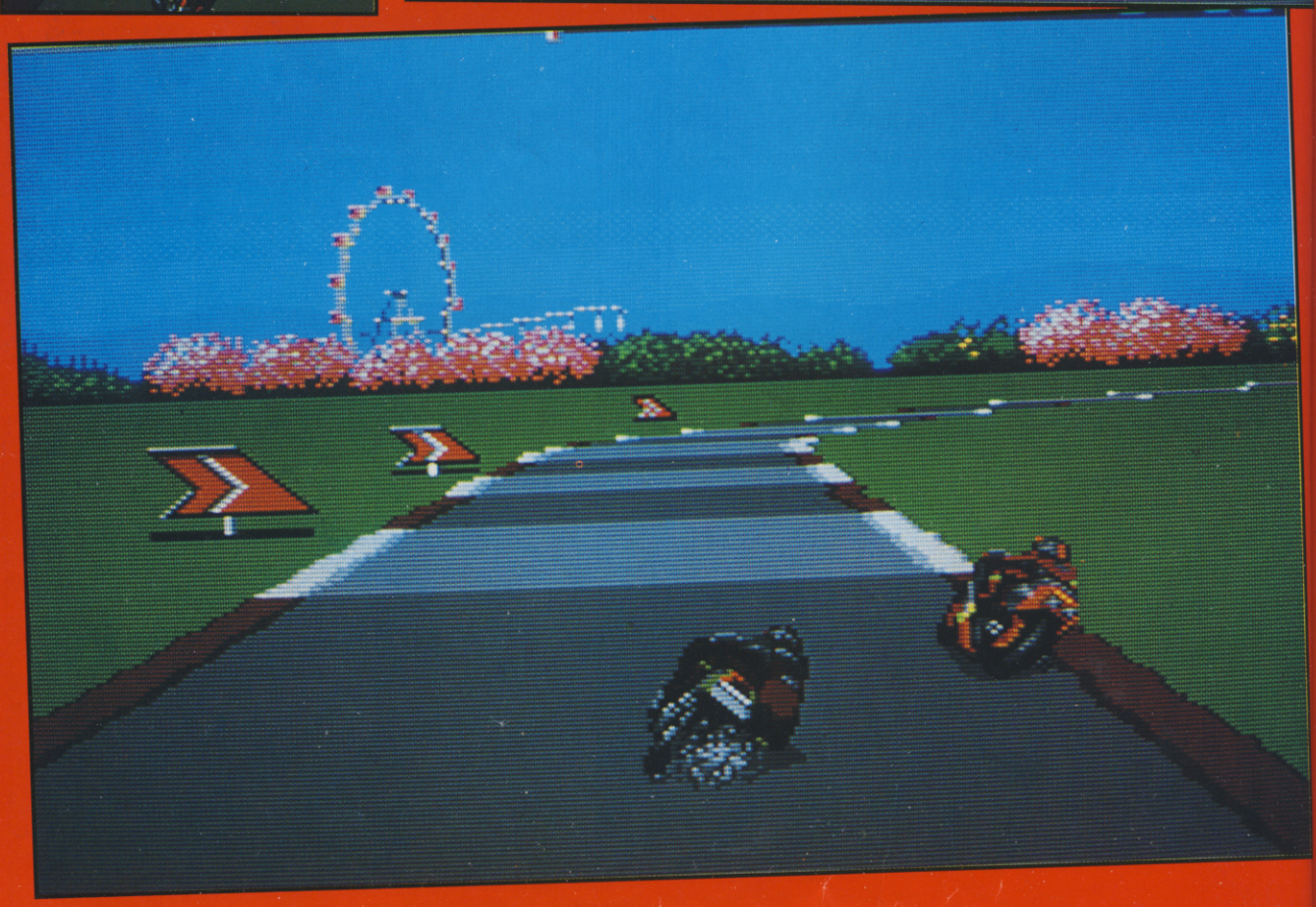
Gauntlet is an absolute corker - miss it at your peril.

JULIAN RIGNALL

MOTORCYC
RACING

If you've ever fancied yourself as a motorcycle Grand Prix rider, look no further than Taito's Motorcycle Racing, a brilliant race game which gives you the chance to race an entire Grand Prix World Championship against other famous riders over 16 famous circuits.

At the start of the game you're given options to either practice a track, or enter a full Grand Prix. Before the race itself you can customise your bike, with three different settings for the engine, brake, suspension, tyres and gears, and you can also set auto or manual gear shift. Take a note of the track map before you set to work, as some settings are far more effective than others depending on how straight or how twisting the track is. Also check out the little weather icon, which gives you an idea



CLE

PC ENGINE

of how wet or dry the track is going to be.

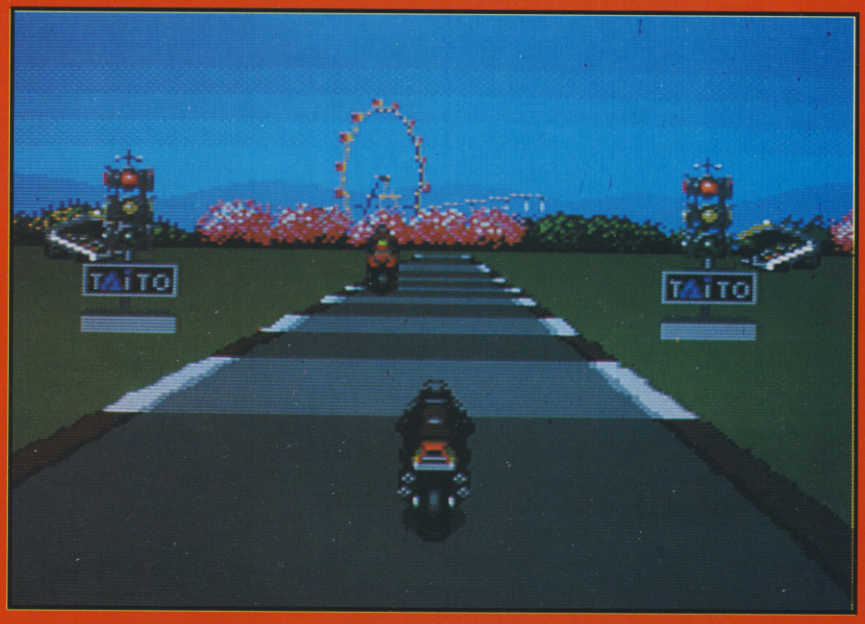
Once you've finished work in the garage it's time to race. First of all you ride a qualifying lap to get a grid position, and then it's time to race. The computer riders are pretty good and nifty riding is required to stay ahead. When the race is over, you're given points according to your finishing position, the championship table is shown, and then you move onto the second round.

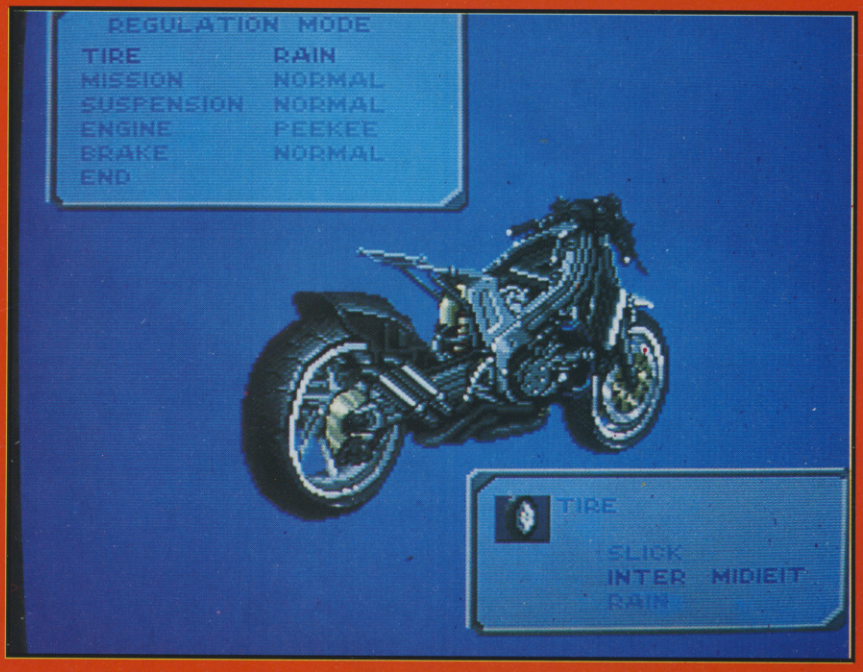
As a big motorbike racing fan, I've been looking forward to this for quite some time, and I'm pleased to say the wait has been well worth it. The graphics are absolutely fantastic - the amazing cartoon-style introduction sequence, the brilliantly drawn sprites and backdrops, the smooth and very fast 3D track and roadside objects and the incredible pre-race bike maintenance picture all deserve a special mention!

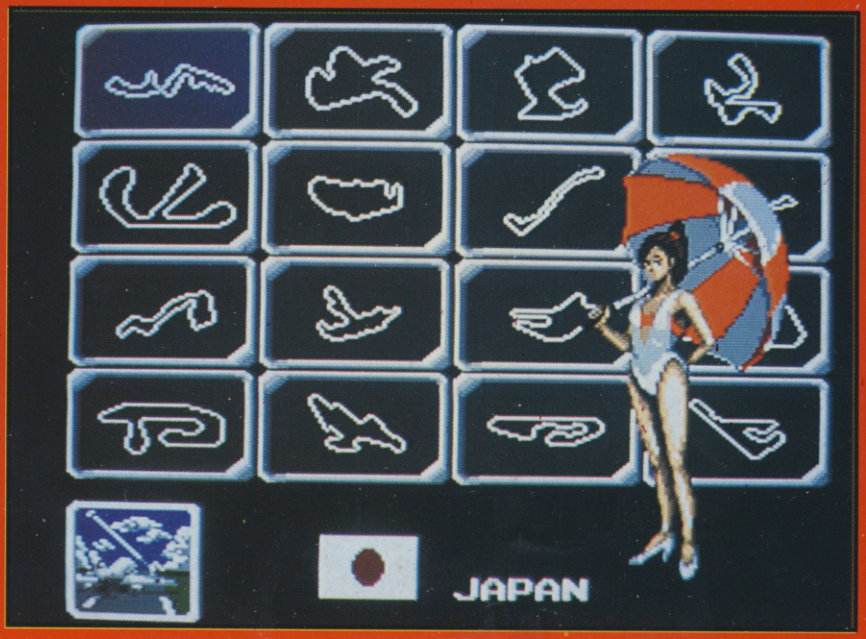
The game itself is as good as it looks, with opponents tough enough to keep you on your toes, and the motorcycle handling brilliantly. Presentation is superb, with many neat touches, and there's even a password system so you can go back to a game, rather than having to do all 16 races in one sitting.

Motorcycle Racing is an absolute must for any PC Engine race fan.

JULIAN RIGNALL







RATINGS

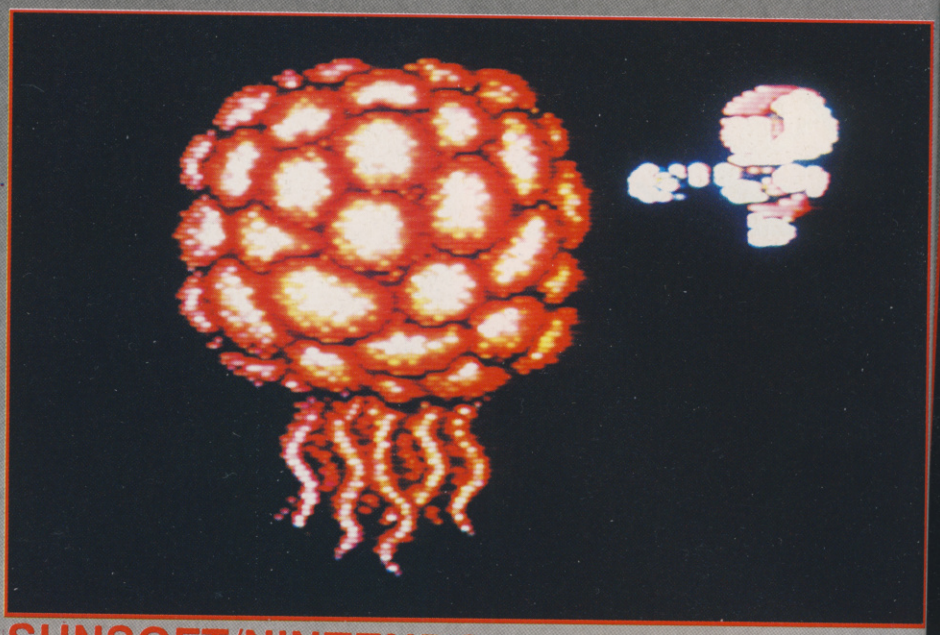
GRAPHICS 95%
Stunning introductory screens and brilliant in-game graphics.

SOUND 84%
Muted, but atmospheric motorcycle effects, and some good jingles and tunes.

VALUE 90%
Superb gameplay and presentation, and 16 different tracks make this race game a classic.

PLAYABILITY 95%
The motorcycle handles brilliantly, and you can even tweak it to handle your style of play!

OVERALL 94%
Simply the best racing game available on the PC Engine - need we say more?



SUNSOFT/NINTENDO

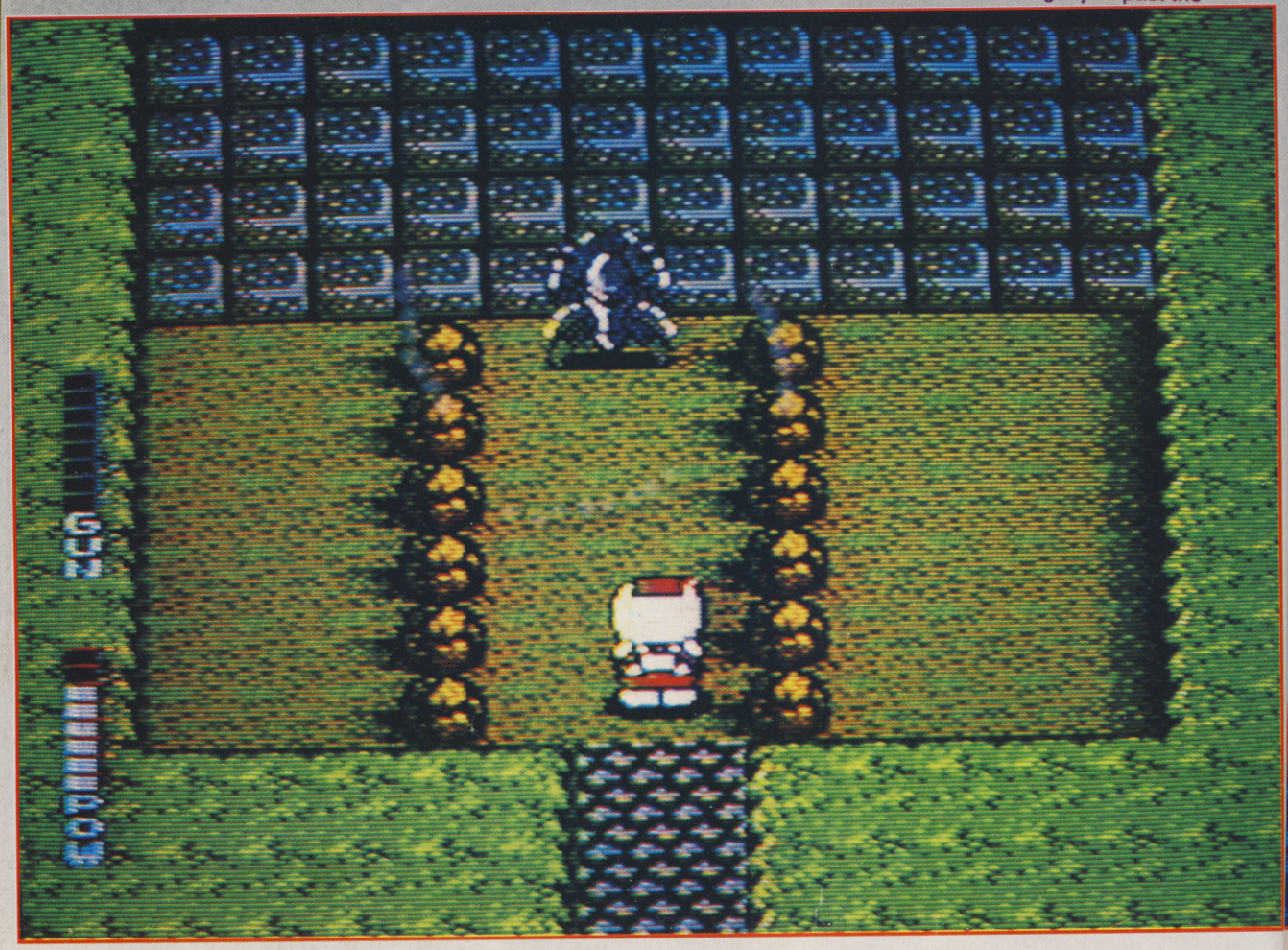
BLASTER

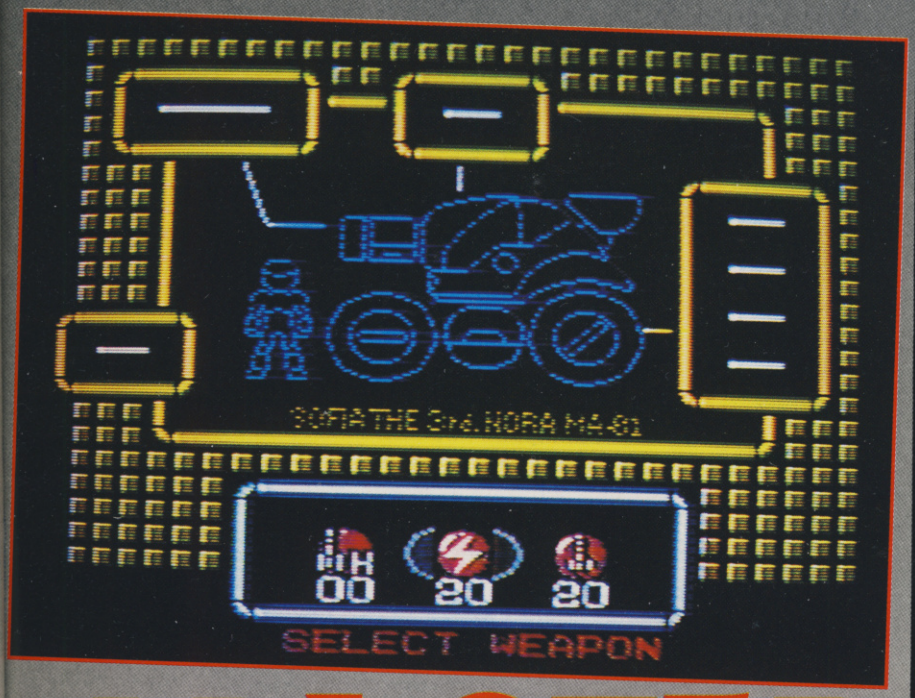
Goldarnit! You should have known that cardboard box of radioactive uranium in the back yard would cause trouble! One day, while Ulysses your pet toad is out for his daily exercise, he unexpectedly leaps onto the box and instantly mutates into a giant, deranged amphibian. Before you can call out the National Guard or even get Dad's bazooka down from the fireplace, the enlarged Ulysses has dived down a nearby pothole and out of sight.

Keen to recover your cherished toad, you follow him down the pothole just in time to hear a croak of anguish in the distant darkness. As your eyes grow accustomed to the gloom you realise you are in a vast underground network of caverns, but luckily, someone has parked a cute and fully fueled-up tank down there. It looks like the perfect vehicle for chasing rogue amphibians, so, pausing only to don a nearby pair of tank driver's overalls, you hop into the cabin and scoot off down a tunnel.

Unfortunately, finding Ulysses isn't going to be quite so simple, for two reasons. He's obviously at the other end of these caverns, but subsidence has broken up the rock floor into platforms, which you have to jump your tank around (it's a very agile sort of tank you understand). Secondly, there's a race of subterranean robots marching about the place, and they just don't like people in tanks.

Luckily for you, they don't like being blasted with the tank's heavy-duty ray gun either (ho ho!). If you find a door, you can jump out of the tank and enter a Zelda-style scrolling labyrinth, in which you must brave electronic traps and shoot and grenade ravenous robo-puppies to collect supplies of homing missiles, three-way rockets and mega-spark generators for bolting onto the tank. If you blam the level's mega-baddie he leaves behind a super-bolt-on for the tank, usually the one piece of equipment that will get you past the





MASTER

RATINGS

GRAPHICS 94%
Supercute, brilliantly animated graphics with lots of variety.

SOUND 88%
A different funky tune to back each level's action, and decent blasty effects.

VALUE 92%
Enough gameplay to hold your interest for hours on end.

PLAYABILITY 94%
Great fun. Lots of death and destruction, and the brilliant graphics make the whole experience terrifically attractive.

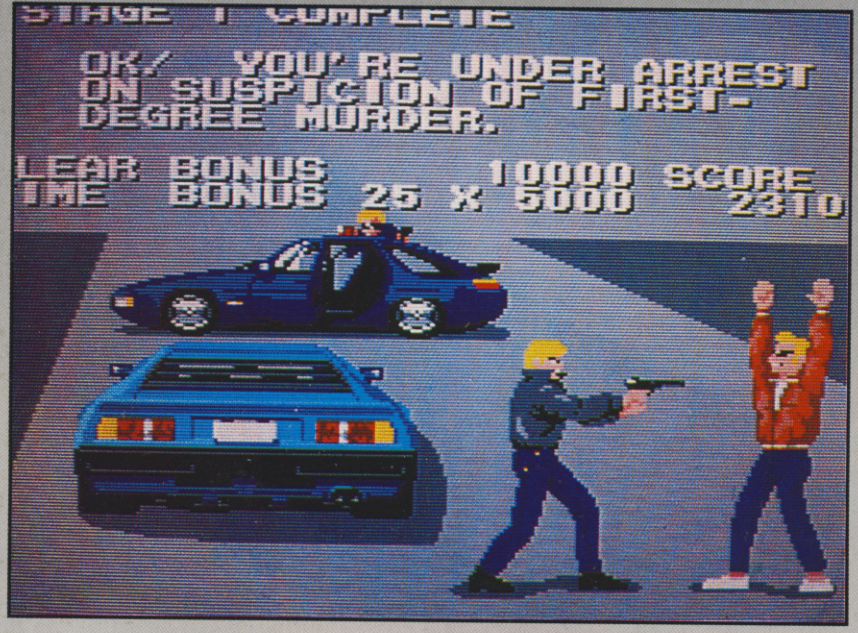
OVERALL 93%
Tremendous platform/blasting adventure. Seek and enjoy.

final barrier and onto the next level.

As you may have guessed from the kooky toad-in-the-hole scenario, Blaster Master is an unusual sort of game but the action is a terrific cocktail of complete cuteness and merciless electro-death. The definition and animation of the graphics are marvellous, really setting it apart from the crowd (I loved the tiny running, climbing, leaping, shooting, swimming, crawling driver sprite), and even the tank has character (watch it crane its "neck" as you aim the gun upward). The platforms-and-tanks bit would have been fine on its own, but the addition of the maze section successfully broadens the gameplay even further. There's nothing I can say to fault this game and I can scarcely believe so many hours of fun could have been packed into one piece of grey plastic.

PAUL GLANCEY

REVIEW

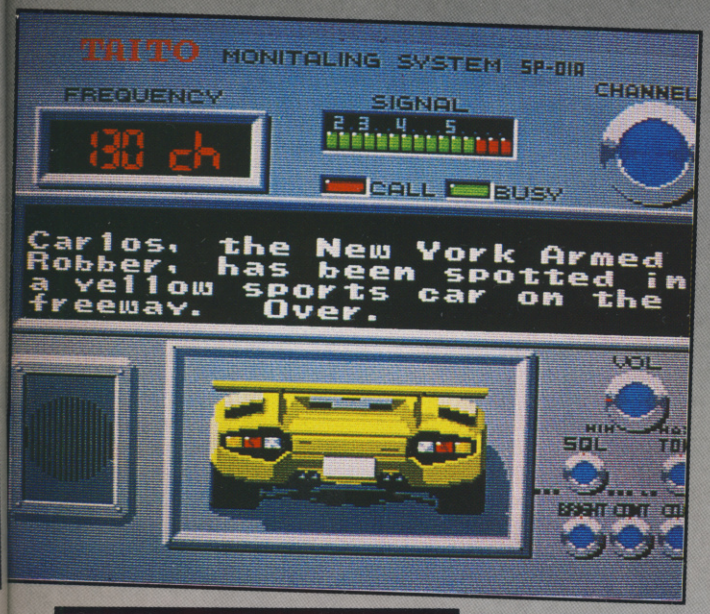


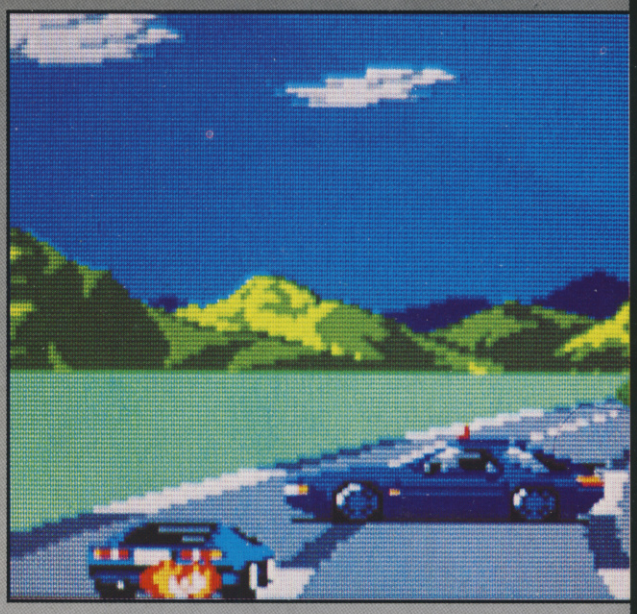
Two coppers, who owe a lot to Crockett and Tubbs from Miami Vice, are on the trail of various wanted felons who're tearing towards the state line in their respective sports cars. The fuzz aren't left out when it comes to four-wheeler luxury though, for they do their high-speed chasing in a Porsche Turbo, all decked out with snazzy radars and stuff. Each new criminal is reported as soon as the last one is captured, and a time limit is given in which the wanted man has to be found and persuaded to give up, by ramming him until his car packs in. The distance between you and the baddie is indicated by a bar at the base of the screen, and it's possible to decrease the pursuit time by taking short cuts positioned along the freeway. The player begins with five continue options (only one life per continue) as well as the ability to add extra equipment to the Porsche.

Chase HQ is a very fast, if rather spartan roadrace-cum-demolition derby that has a lot going for it such as brilliant sprites, a very smooth, 3D scrolling road and a high level of playability (more so if you use the Handle Controller). The roadside is a little bare, but you're so busy avoiding oncoming traffic that it's hard to notice. Sound is a big disappointment, with music and effects that can only be described as ill-

SEGA

CHASE H





REVIEW

RATINGS

GRAPHICS 81%
Great sprites and fast scrolling road, but a distinct lack of side objects.

SOUND 42%
Poor effects and tunes which are totally out of sync with the game.

VALUE 83%
Lots of adversaries and a few extras which aren't available on the other versions (including the coin-op) make this quite good VFM.

PLAYABILITY 86%
Plenty of crashing and bashing thrills and spills as you total criminal after criminal.

OVERALL 83%
An excellent conversion which should keep all Sega speed freaks happy for quite some time!

fitting and very twee. But apart from that, no really major quibbles over what stands out as an admirable conversion.

PAUL RAND

HQ

MEGADRIVE

CURSE

Curse is a traditional horizontally scrolling shoot 'em up which features all the things you'd expect from a game of this ilk, such as power-ups and big, nasty end-of-level guardians. But very unexpected is the sheer volume of enemy craft on screen - I've never had so many things to blast in my life!!

The action starts in the jungle zone, with the player flying the ship over dense jungle vegetation. Enemy ships emerge from all angles and open fire, attempting to wear down the ship's energy level - if it's diminished entirely the ship explodes.

Throughout the battle, power-up ships appear on screen - blast them and they leave behind icons which can be picked up to add an extra feature to the ship, including wave lasers, crystal bombs, v-fire, missiles, extra energy and speed-ups.

Later levels take you through a volcanic cavern, high over a city and through enemy-infested space. And it starts getting very tough indeed on level five, when you enter the enemy fortress, which is packed with unexpected hazards.

Curse is a tough and challenging blaster, with so many things going on it almost gets too much for the eyes to cope with - I've never seen so many things on-screen at the same time! The graphics and sound aren't brilliant, but the gameplay is very fast and keeps you coming back for more. Recommended to experienced blasting fans who are looking for a real challenge!

JULIAN RIGNALL

RATINGS

GRAPHICS 78%
Sprites and backdrops range from average to very good depending on the level.

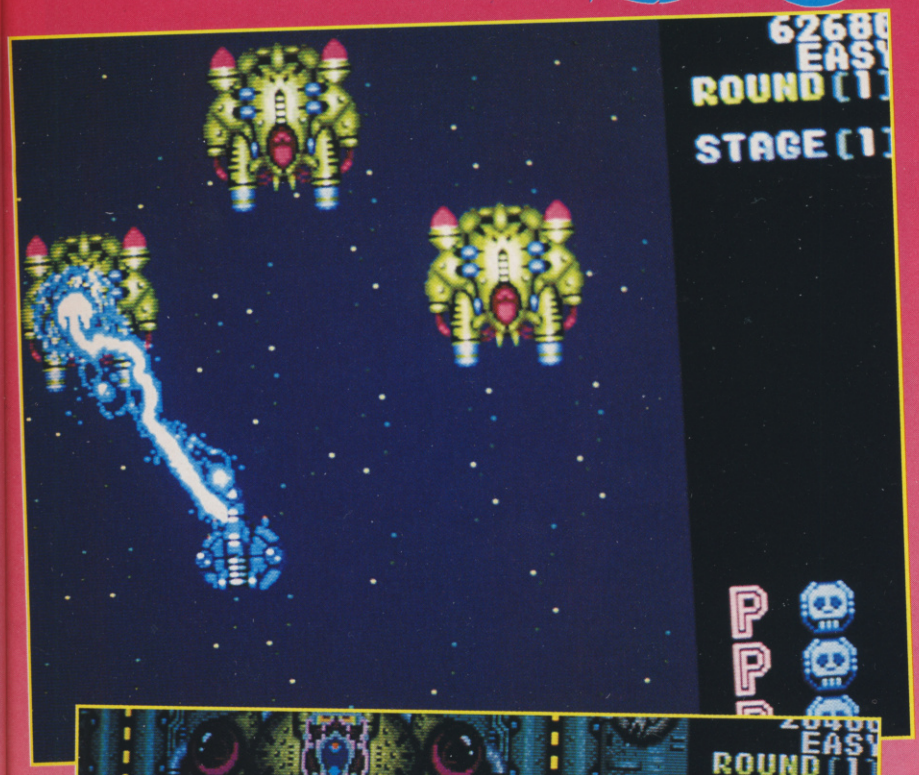
SOUND 81%
Meaty tunes and effects throughout.

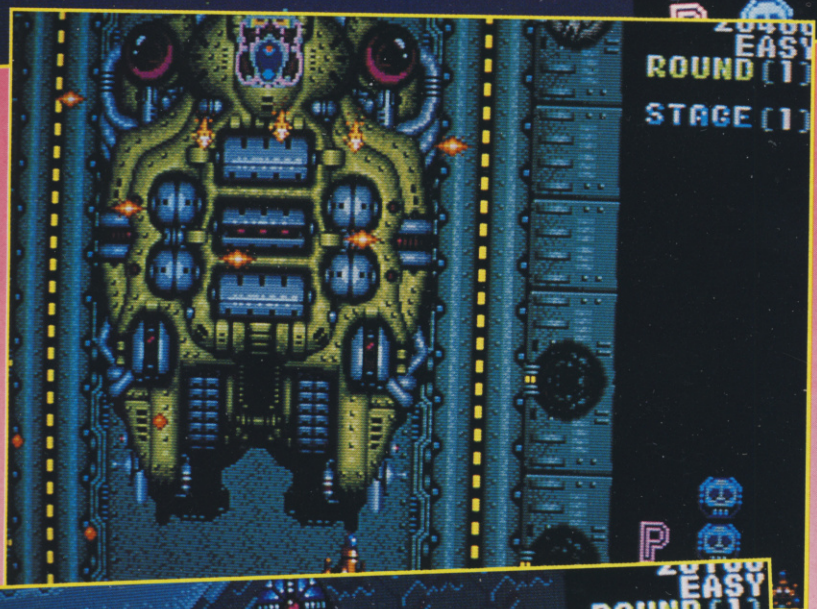
VALUE 78%
It's tough and demanding, and should take some beating.

PLAYABILITY 83%
Some might find the high difficulty level off-putting - experienced blasting fans should relish it.

OVERALL 81%
A challenging blaster that's got loads going on.

TATSUJIN





MEGADRIVE

Tatsujin - or Truxxton as it's better known as in British arcades - is a vertically scrolling space shoot 'em up in the best traditions, meaning progressively more powerful weapons, end-of-level guardians and more alien waves than you can comfortably handle.

The action takes place over a continually scrolling backdrop, with levels running into one another. There are three types of extra weapons available, multiple cannons, laser-lightning bolts and photon blasters, and there are also speed-up tokens and death-head smart bombs (you start with three) which decimate all the aliens on-screen when let off. There are also extra lives, but these are very few and far between...

Combining great graphics and plenty of blasting action, Tatsujin is a winner all the way. It starts out easy, but soon gets really tough, with a myriad of alien ships and massive end-of-level baddies to blow into oblivion. If you're a blasting fan, make sure you don't miss it.

JULIAN RIGNALL

RATINGS

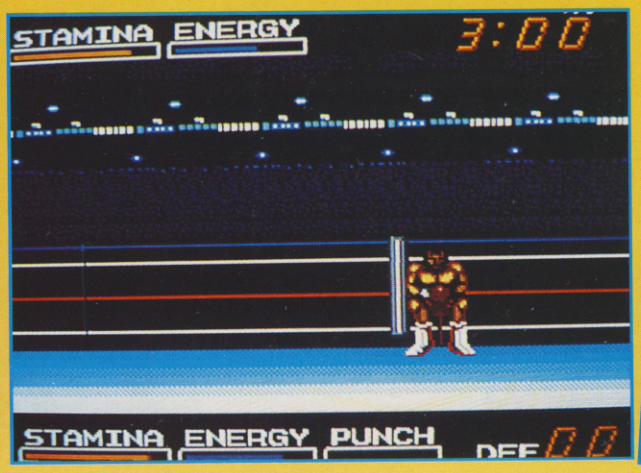
GRAPHICS 92%
Superb sprites and smooth-scrolling backdrops and a variety of great effects.

SOUND 93%
Arcade-perfect sound featuring plenty of great tunes and suitable blasting noises.

VALUE 91%
It'll take even the most experienced of blasting fanatics weeks to go through this.

PLAYABILITY 94%
Brilliantly graded gameplay means it starts out easy, then gets progressively tougher.

OVERALL 92%
Simply, a perfect copy of Truxxton on the Megadrive. If you like the coin-op, or are just a shoot 'em up fan, check this one out.



DIGITAL CHAMP

PC ENGINE

Naxat Soft (who produced the excellent Naxat Open golf game) are the company behind this simulation which puts you in the ring with such cosmopolitan as Signor Marciano from Italy, who hopes you have life insurance, Iranian "Mick" and Samson the Indian whose "piston punch makes a great sleeping pill".

You're literally given a behind-the-gloves view of the ring, a pair of disembodied fist sprites separating you from your weaving opponent. Above and below are stamina and energy gauges for both boxers, and you also get a punch power meter.

As well as being able to block blows with his gloves your boxer can perform jabs and hooks to head and body, but there are no uppercuts. Instead, holding down a joypad button winds up a more powerful punch which demolishes the other guy's stamina if it connects.

Digital Champ's impressive looks belie its dull gameplay. There are two problems - there are only two types of punches, and rounds are long. In fact they take three minutes each, so fights can go on for a quarter of an hour or more, which does get very tedious.

It's a shame that there isn't more to the game, because with a few additions such as extra punches, and shorter playing time Digital Champ could have been outstanding. As it is, it's just too dull to be recommended.

JULIAN RIGNALL

RATINGS

GRAPHICS 79%
Impressive and nicely-animated sprites, but little else.

SOUND 67%
Thwaps and jingles, but nothing outstanding.

VALUE 56%
There's plenty of tough boxers to beat - but unfortunately it's all just a bit too tedious to be worth persevering with.

PLAYABILITY 62%
Fun at first, but each fight takes ages, and the lack of moves soon makes the game dull.

OVERALL 59%
A potentially great boxing game let down by its implementation.

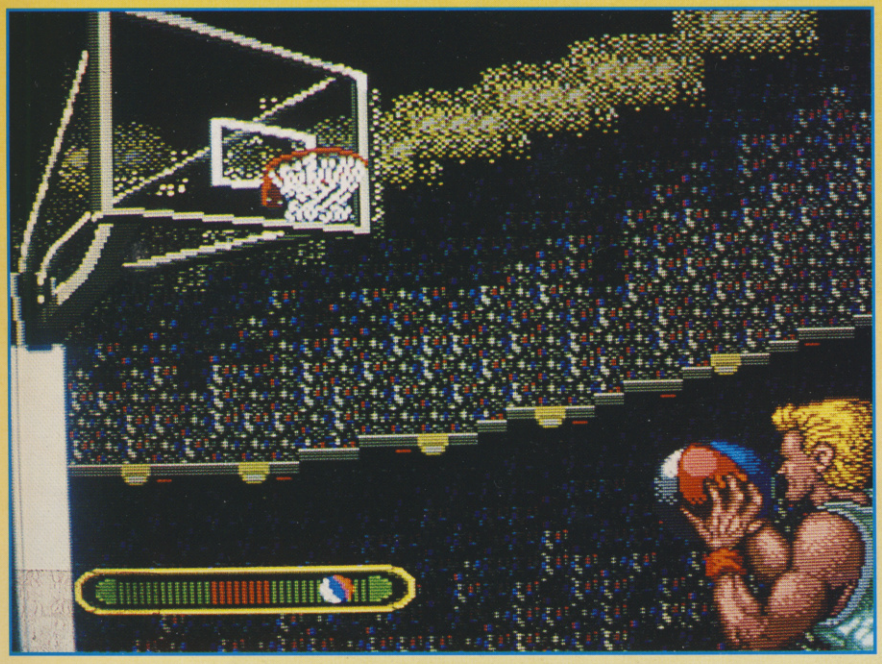
USA PRO BASKETBALL

PC ENGINE

Basketball is basketball, whichever way you look at it. Four quarters during which time the two teams must attempt to score more baskets than the other. Without going into the intricacies of the game, that about sums it up. So what does USA Pro have that umpteen other basketball sims on umpteen other machines don't?

Not a lot, actually. The character sprites are very jolly, with changing expressions on each of the players, which makes an amusing change. They're quite large and stocky too, a world apart from the squat, almost torso-less figures seen on other games of this kind. There's a referee who doesn't do much except run up and down the court doing what refs do (annoy the players, mostly). And of course, where would any self-respecting basketball game be without the currently in-vogue full-screen animation of the players going for a slam-dunk. Add to that a few white noise effects of the audience cheer and whistles, and a couple of irritatingly urgent ditties and five half-time cheerleaders who look so alike it's possible they were the result of a cloning experiment, and you end up with a rather respectable sports game with a couple of minor shortfalls.

PAUL RAND



RATINGS

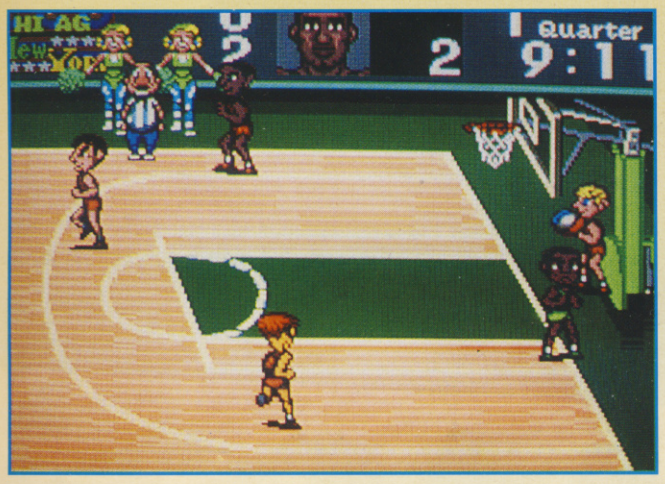
GRAPHICS 80%
Detailed sprites and backdrops, and excellent close-up screens.

SOUND 52%
Annoying tunes and workmanlike effects.

VALUE 74%
Plenty to keep you occupied if you're a basketball fan.

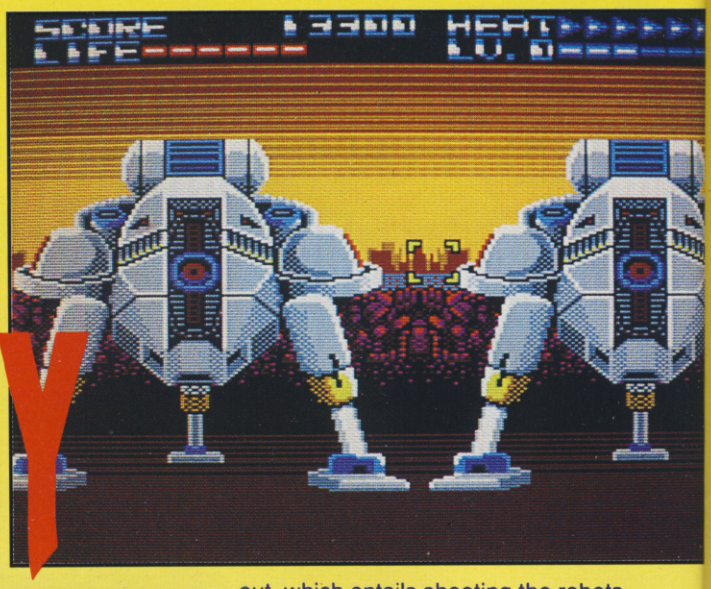
PLAYABILITY 75%
Good, but there's still room for improvement.

OVERALL 72%
The only basketball game on the Engine, but it's by no means brilliant.



ASSAULT CITY

SEGA



The robots are taking over the world again! Only this time, they've turned out in considerably larger numbers than normal. So as Joe, crack commander of the Assault Corps, take on the task of wiping away the metallic mayhem which is terrorising the good citizens of the Earth - but not before trying your hand at the practice shoot-out, which entails shooting the robots and avoiding the humans to determine the skill level at which the game begins. After that it's into the horizontally scrolling shoot 'em up, with power-ups and extra energy to obtain as well as untold amounts of baddies and large end-of-level guardians blast into oblivion.

Assault City is a classic "seems rubbish, but grows on you" game. Admittedly, long-term playability is questionable because it's possible to play a number of difficulty levels simply by varying the amount of enemies you kill in the practice level, but graphically and sonically Assault City is fine and, although a Light Phaser option would have been appreciated, what we have here is a not-too-bad, yet hardly innovative shoot 'em up.

PAUL RAND

RATINGS

GRAPHICS 78%
Generally flat, although very colourful and some sprites are especially impressive.

SOUND 73%
Jolly tunes, but effects are pretty disappointing.

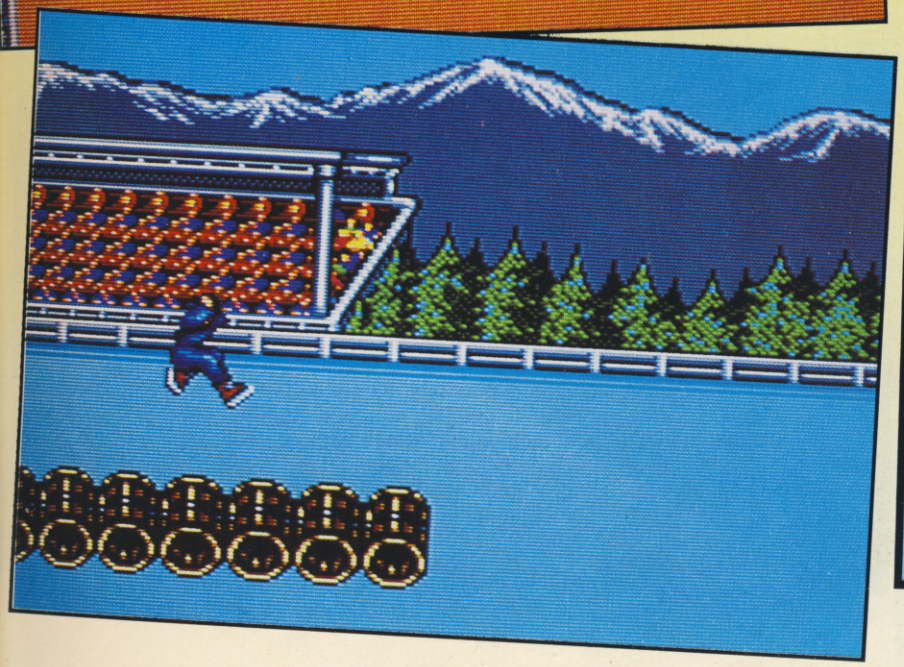
VALUE 68%
Not the best blaster on the Sega, and not the most original either, come to mention it.

PLAYABILITY 70%
Quite difficult to nigh-on impossible, depending on how you tackle the practice screen.

OVERALL 70%
Passable blasting fodder - but don't expect the earth.

WORLD GAMES

The sequel to the current number one, California Games, introduces four new events for up to four international players to tackle. After the initial task of choosing which country to represent, the option is given to compete in any or all of the Barrel Jump (skate along then jump over a selected number of barrels), Log Roll (try to stay upright on your river-floating log), Bull Riding (Wild West rodeo as you attempt to keep your buns firmly attached to the back of the bull) and Caber Toss (Highland antics with a long telegraph pole to throw). At the end of the competition, points for each event are totalled and an overall placings table is displayed.



After the terrific California Games, World Games comes as a big disappointment. The original eight events of the computer versions have been sliced to half that figure and, what's worse, they're not even the best events! Graphically World Games is quite pleasing, and although sound is a bit samey throughout it serves its purpose, but there isn't any way around the fact that after the feats achieved in California, this trip round the world just isn't worth the price of the ticket.

PAUL RAND

RATINGS

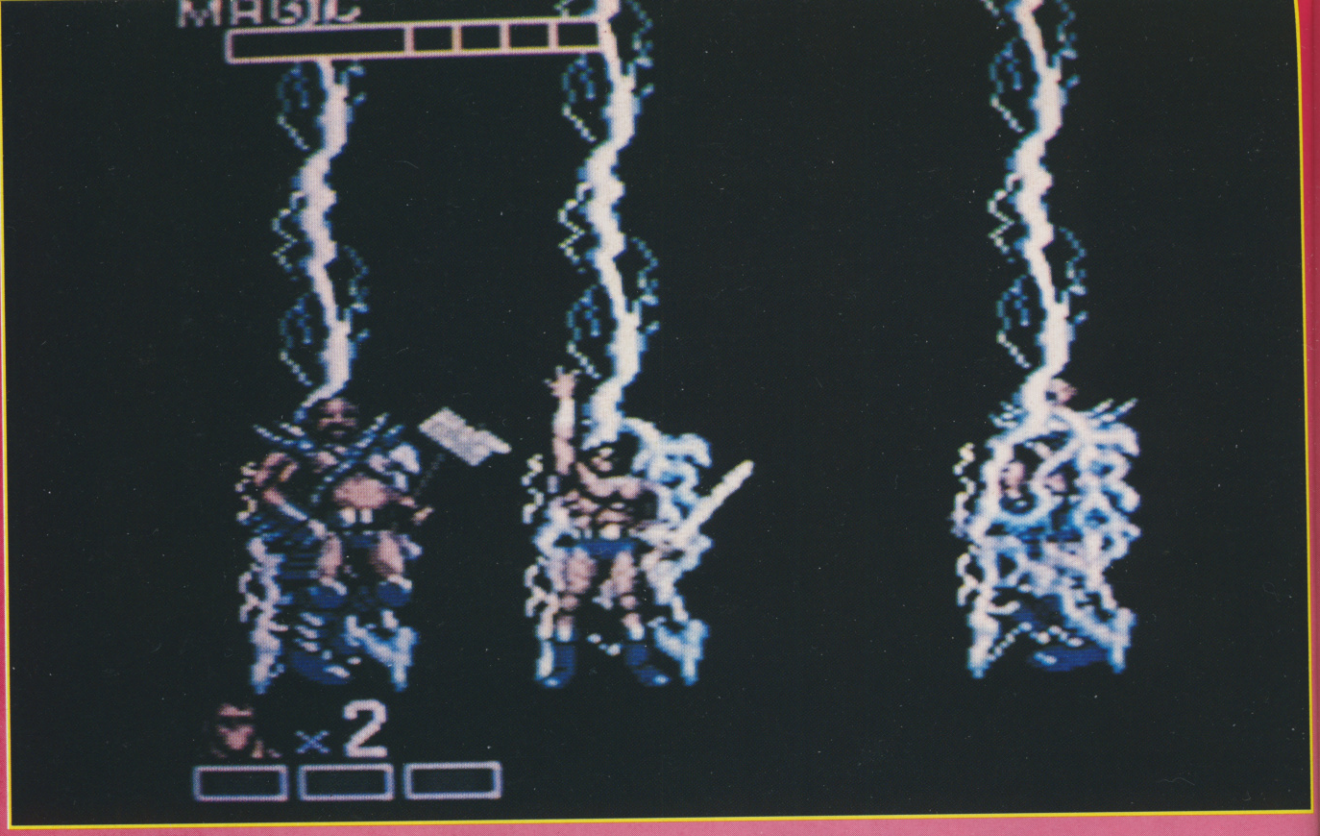
GRAPHICS 82%
Colourful sprites and backdrops create just the right atmosphere.

SOUND 77%
Quite good, but weak in places.

VALUE 46%
Simply not enough game for your money.

PLAYABILITY 59%
Enjoyable for a while, but soon gets very samey.

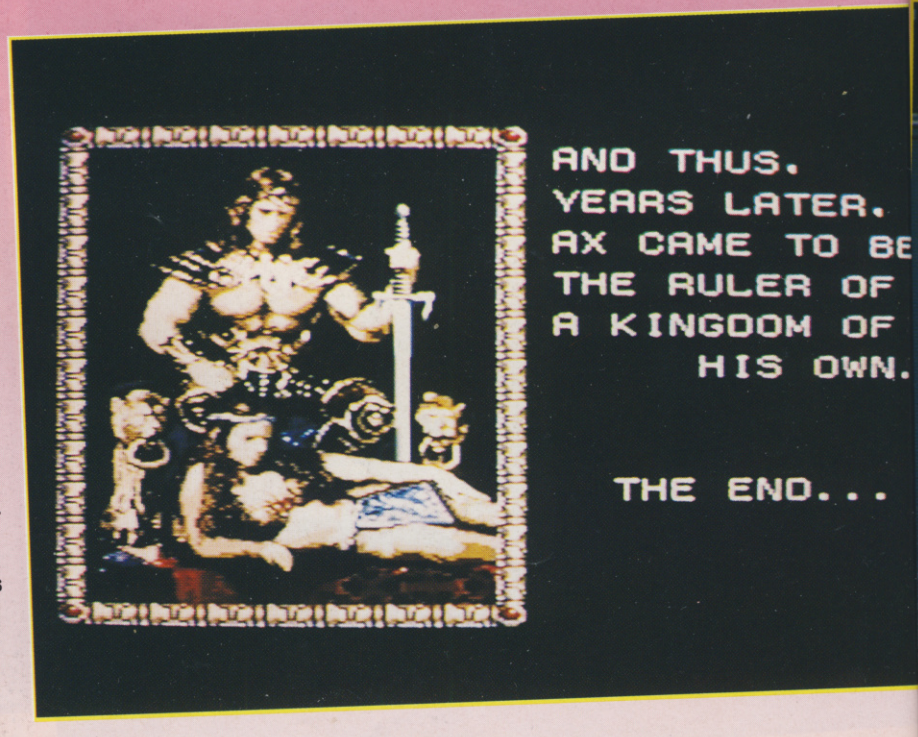
OVERALL 52%
A big disappointment after California Games - the four events just aren't very enjoyable.

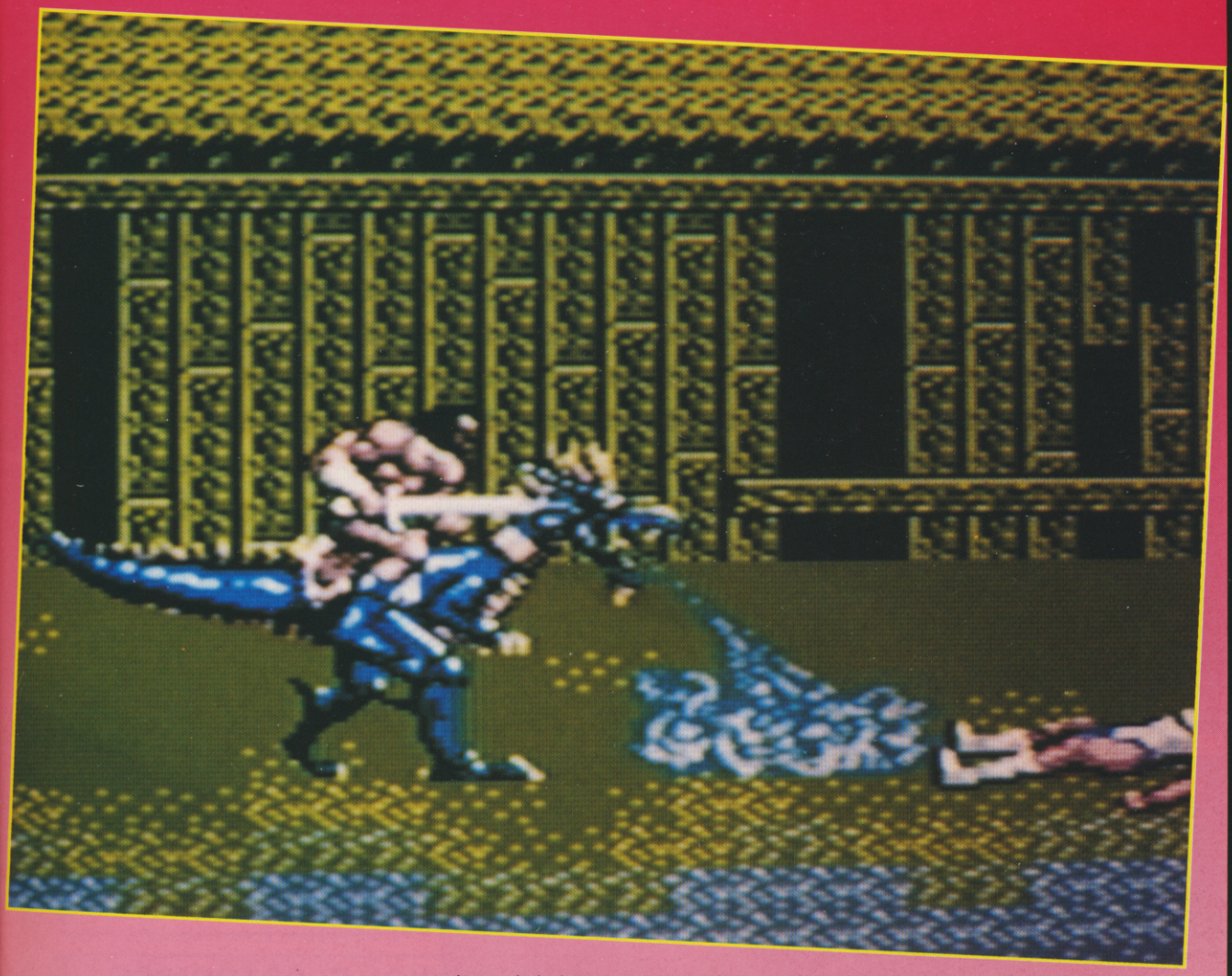


GOLDEN AX

All was content in the tranquil Turtle Village, until the dreaded Death-Adder arrived to bring his own special blend of death and devastation to this previously peaceful part of the kingdom. With his dastardly army of demons and skeletal warriors, a killing spree ensued. The dead included the family of Ax-Battler, a barbarian of great strength and courage who, in his grief, embarked on a (what some may call foolish) campaign to avenge his great loss.

And so begins Sega's 8 bit console conversion of the hack 'n' slay coin-op. Although the original allowed the player to choose between three different characters, Master System Golden Axe gives only the barbarian to control. But while the front-end options have been scaled down somewhat, the rest of the game is as true to the coin-op as possible. Starting in Turtle Village. Ax-Battler must negotiate five areas of the land before doing battle with Death-Adder to win the game and save the kingdom. Orcs, rock warriors and re-





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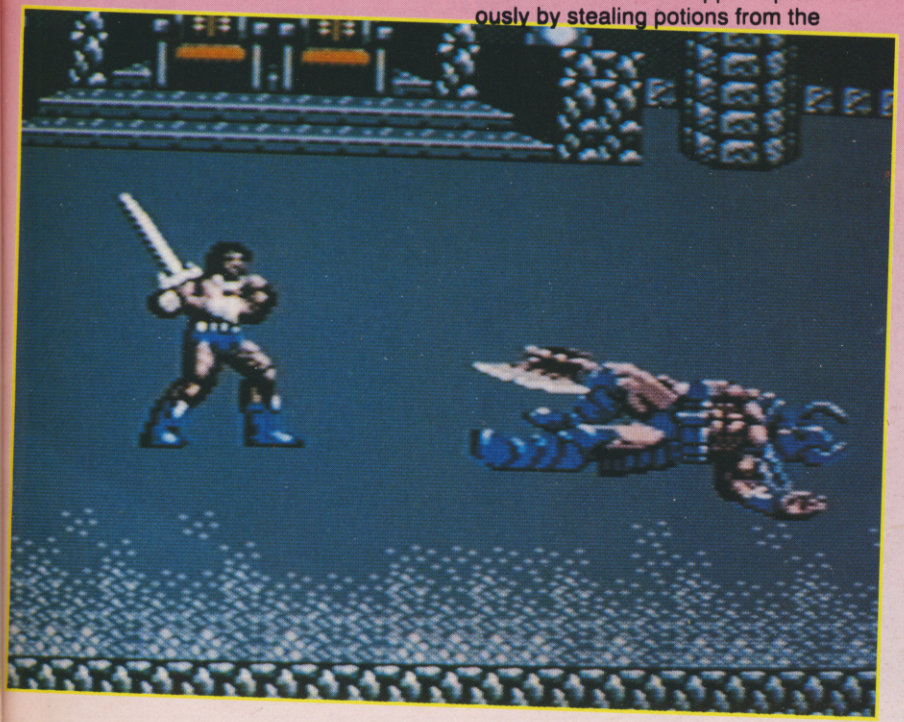

animated skeletons are just a few of the many creatures to be slaughtered along the route, using either the cold steel of the barbarian's sword or his magic spell - a huge firebomb which engulfs the baddies and either kills or seriously depletes their energy. Magic is limited and must be topped up continuously by stealing potions from the pixies which dart across the screen every so often.

Golden Axe is a smashing game which strays little from the path taken by its coin-op father. Graphics are spot on, and sound is suitably meaty both in tunes and effects. The relentless onslaught of Death-Adder's minions keeps the player on his toes throughout, and every inch of progress gained is a real achievement. There are surprisingly few beat 'em ups available for the Master System, so it's good to see one as polished and playable as Golden Axe.

PAUL RAND

RATINGS

GRAPHICS 92%
Suitably meaty-looking sprites and colourful landscapes.

SOUND 78%
Fitting tunes and effects.

VALUE 89%
It's a tough and demanding task to complete all five levels.

PLAYABILITY 92%
Difficult to complete and even harder to put down.

OVERALL 92%
A brilliant interpretation of the highly successful coin-op.

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Aaaggh! Disaster has struck and terrorists have captured all the children of the world's leaders and are holding them hostage deep in the heart of their own country. There's only one person who can get them all back in once piece, and that's Shinobi, master of mystical ninja martial arts.

The mission of mercy involves travelling through sideways-scrolling split-level stages, dodging a variety of baddies, including gunmen, Spidermen, knife-wielders, giant swordsmen and other ninjas. Kids are dotted around the landscape, and are rescued simply by walking over them. When all the kids on that level have been rescued, you can go to the exit.

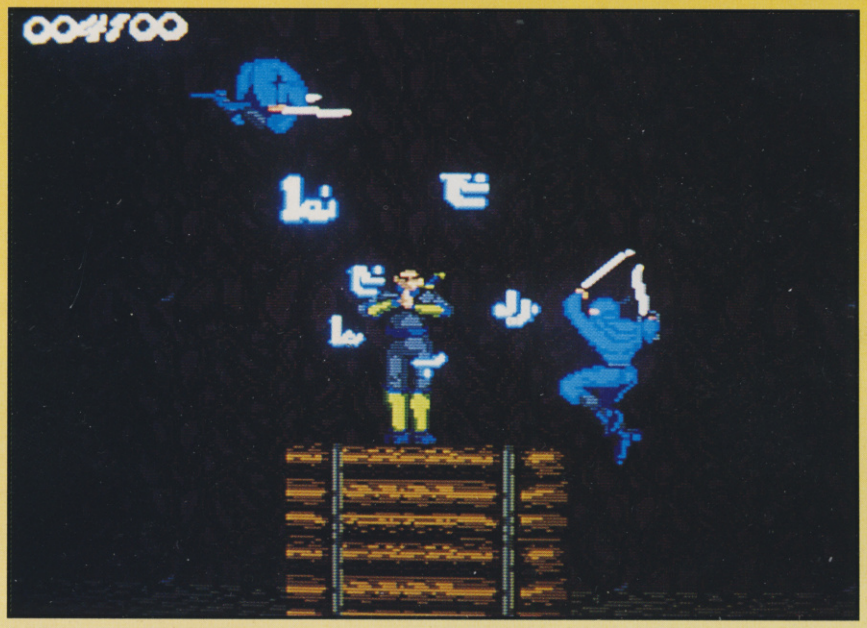
SHINOBI

PC ENGINE

At the end of every third level is a big guardian who shinobi has to fight with - and only when the baddie is beaten can Shinobi continue to the next level.

At first glance I thought this was arcade perfect, but there's one big thing missing - the 3D bonus section. Still, if you can live without that, Shinobi is a thoroughly enjoyable and pretty tough combat game which should please fans of the genre.

JULIAN RIGNALL



RATINGS

GRAPHICS 81%
Very similar to the arcade game, with plenty of decent looking baddies and some excellent backdrops.

SOUND 79%
The tunes are a bit weedy, although the sound effects are great.

VALUE 78%
Even though some of the elements of the arcade game are missing, it's still an enjoyable game.

PLAYABILITY 83%
The game is pretty difficult, but kung-fu fans should find it very addictive.

OVERALL 81%
An entertaining and addictive kung-fu romp which should please fans of the arcade game.

IMPOS
SEGA
MISS

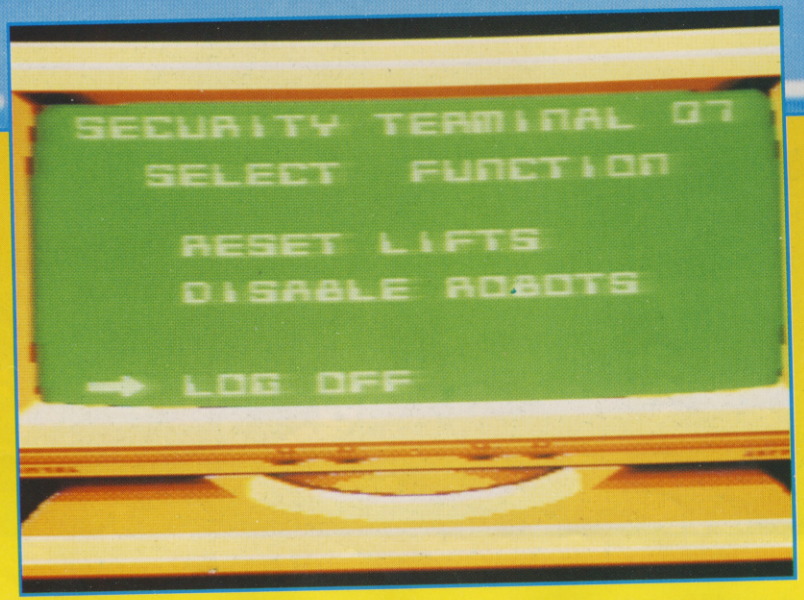
The evil genius Professor Elvin Atombender has hacked into US nuclear defence computers, and unless an extortionate ransom is paid by six o'clock this evening, he's going to launch a strike that could destroy the world.

Sounds like it's time to call Special Agent 4125, voted Most Daring Operative of 1982, 1983 and 1984. If he could penetrate Atombender's bunker and disable the computers the world will be saved. Hooray for our side!

The bunker is made up of 32 randomly-placed rooms furnished with machinery and, um, furniture, and patrolled by electric bolt-spitting robots. If one of these mechanical horrors shoot or touch 4125, he is stunned and ten minutes is knocked off the game timer (which starts at 12:00 noon). This might not sound much, but every second is vital to the mission's success!

All of the furniture and machinery in the rooms has to be searched, and often useful items are revealed, the most important of which are the 32 pieces of code. When all have been collected and loaded into 4125's pocket computer, they can be assembled puzzle-style to create an eight-letter codeword which Agent 4125 can use to open Atombender's control centre and finally put a stop to his maniacal antics.

Impossible Mission sounds great, featuring highly atmospheric effects. It



SSIBLE SION

RATINGS

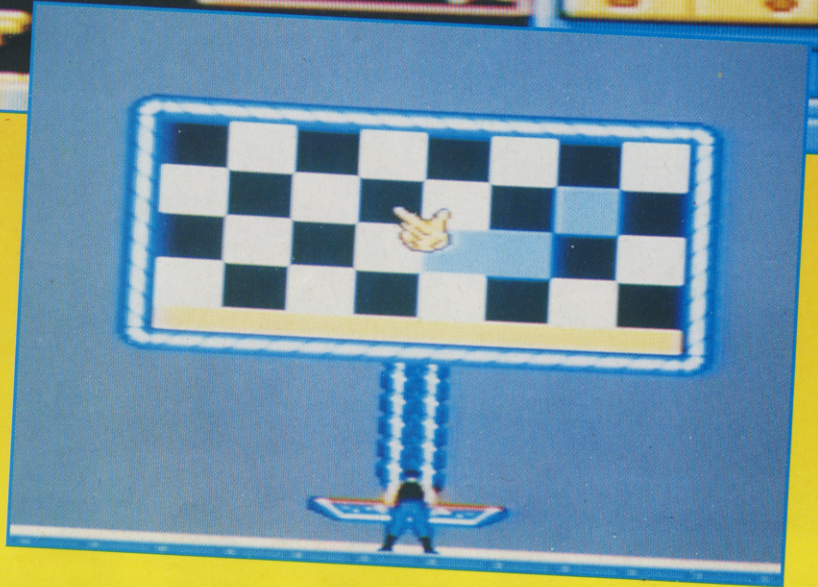
GRAPHICS 95%
Superbly animated main sprites, brilliant robots and great backdrops.

SOUND 88%
Amazing sound effects enhance the atmosphere no end.

VALUE 93%
A tough arcade adventure which is different every time you play it.

PLAYABILITY 98%
Brilliantly put together to assure maximum addiction.

OVERALL 97%
A classic Sega game - one of the best you're likely to see on this system.



looks stunning - wait until you see the superb animation of the main sprite, and just look at the beautifully detailed robot sprites. But, more importantly it plays absolutely brilliantly. And because it's different every time you play, even if you beat Atombender, you're guaranteed a fresh challenge when you return to face him again.

A fantastic game which is destined to become one of THE classic Sega titles.

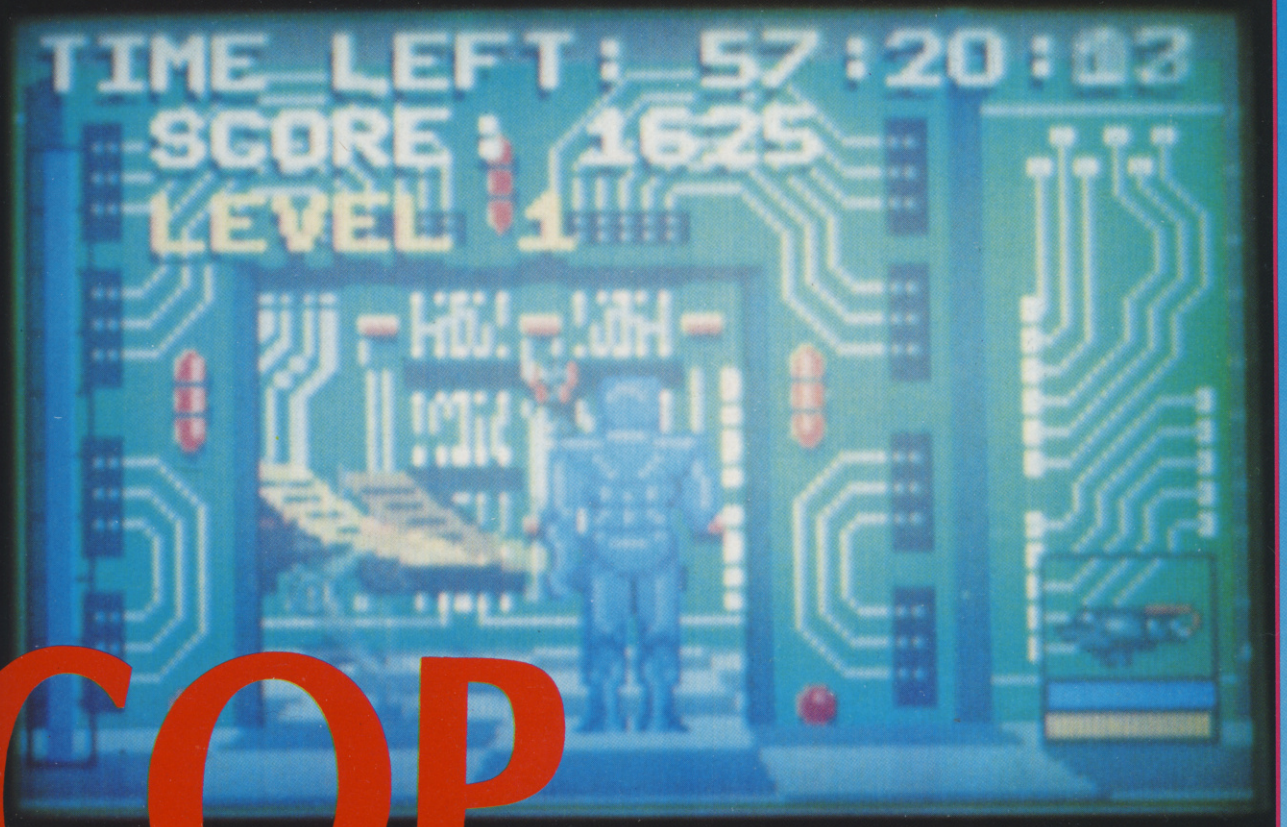
JULIAN RIGNALL

ELECTRO

ATARI LYNX

The date is June 2069, and there's a big problem at Megacorp, the world's largest corporation. One of their robots has gone haywire and is holding the President's daughter hostage in an abandoned research and development building. Time to call the Electrocop, a tough android cop that makes Robocop look like a retired traffic warden...

The mission of mercy involves entering the building and running the gauntlet of the automatic defence system which the robot has reactivated. Aggressive roboguards stalk the large building, and you've got to make your way to level five, where the robot is hiding, by accessing lifts and finding the codes to open doors. This is done by finding and logging onto computer terminals, which contain the relevant information and programs to help you to do this. They even have weapon repair and medi-programs which restore en-



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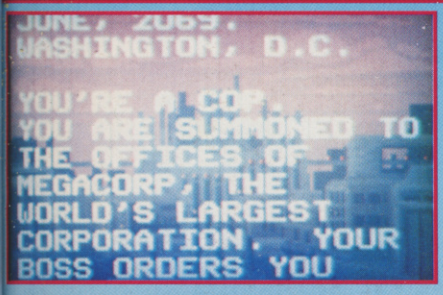


ergy lost through collision with electric barriers or roboguards.

Sounds pretty easy, eh? But the trouble is that you only have one hour to accomplish the mission, or the robot will blow the whole building sky-high!

Combining depth with stunning graphics and many lovely touches such as you being able to access versions of Breakout and Asteroids and a sliding puzzle to play when you're logged onto a computer, Electrocop is a fabulous game. It seems very tough and complicated at first, but deserves the perseverance required to master it. It's definitely my favourite of the three Lynx games currently available, and is definitely worth looking at if you're after a challenging and thoroughly rewarding game.

JULIAN RIGNALL

RATINGS

GRAPHICS 93%
Superb graphics with many neat touches.

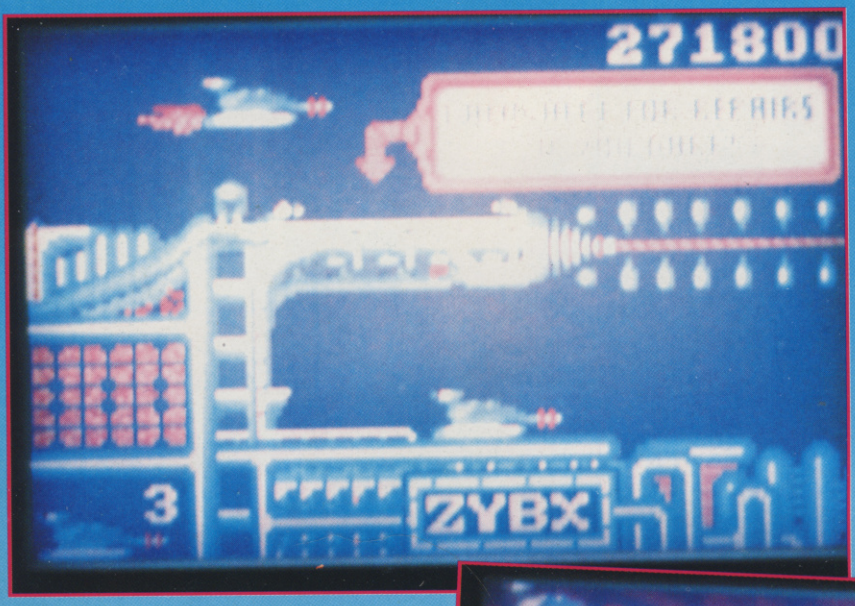
SOUND 82%
Great sound effects, and a surprisingly good range of tunes!

VALUE 86%
If you want to accomplish the mission, prepare to spend many pounds on batteries...

PLAYABILITY 87%
Difficult to get into, but perseverance reaps its own rewards.

OVERALL 91%
A stunning arcade adventure which combines depth with many brilliant gameplay facets.

GATES OF ZENDOCON



RATINGS

GRAPHICS 86%
Loads of small, but beautifully drawn alien creatures and some great backdrops.

SOUND 78%
Solid blasting effects, but the music isn't anything special.

VALUE 85%
Two difficulty settings and 51 levels of action mean there's plenty of blasting for your money.

PLAYABILITY 91%
Sufficiently challenging on the difficult level, and it should take some time before you go all the way through the game.

OVERALL 89%
A thoroughly enjoyable blaster with some really neat touches.

ATARI LYNX

An alien force is about to invade the galaxy, and there's only one way to stop them. A brave and courageous volunteer needs to fly a space fighter deep into alien territory and destroy the giant mother brain that controls the entire alien fleet. Feel up to it? Good - slip on your space suit and let's get going!

There are 51 different sectors to fly through, each packed with missile-firing aliens which much be blasted with either lasers or bombs. Contact with an alien or its missiles wrecks the ship's shield. Another hit ruins the lasers, and a final hit sees the ship explode into its component molecules! So keep on blasting.

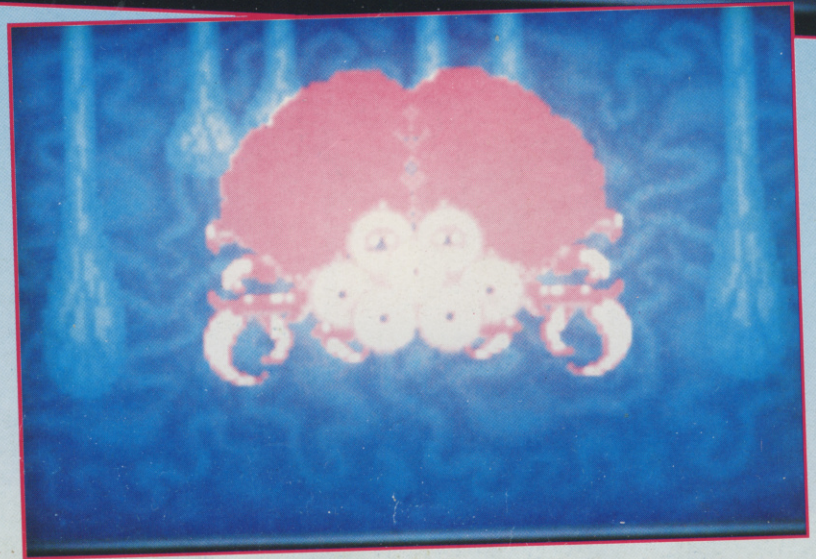
To help you out there are extra weapons available - eyeball lasers, sonic sound and homing missiles - although you've got to find them first...

On level 51 is the mother brain itself, and this is one me-e-ean mother!! Destroy it, if you can, and the galaxy is saved. Fail, and you'll find yourself at the back of the dole queue!

On a normal, large-sized machine, Gates of Zendocon would be impressive - but on the comparatively small Lynx it's astonishing. The graphics are tremendous, with a myriad of imaginatively drawn, beautifully animated and detailed sprites - some of them astounding.

The gameplay is challenging (as long as you select the difficult level; easy is far too simple) and very addictive, keeping you coming back to see what lies on the next level. Needless to say, Lynx shoot 'em up fans would be very silly to miss this.

JULIAN RIGNALL



BLUE LIGHTNING

ATARI LYNX

Blue Lightning is an Afterburner-style game in which the player has to fly nine different missions to win World War III.

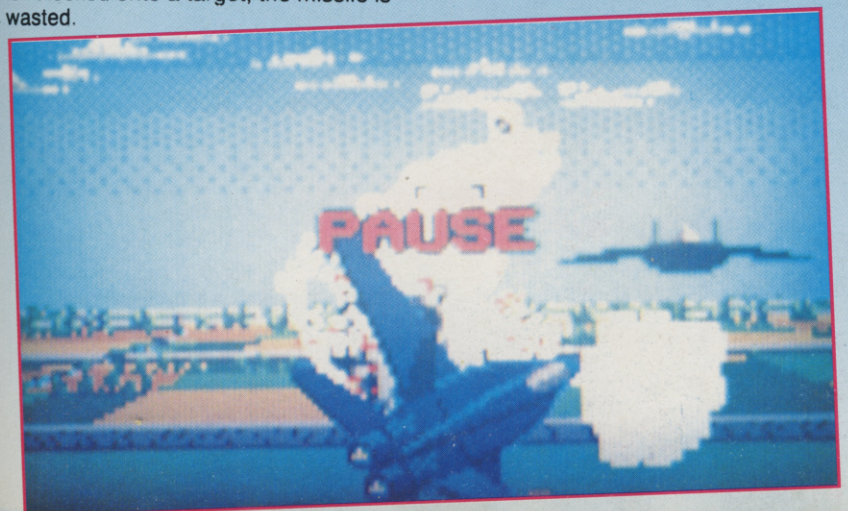
The action starts off on the runway, and the plane takes off automatically, launching you into the action. The first mission is a straightforward dogfight. Squadrons of enemy aircraft fly in from the distance and let rip with air-to-air missiles. Dodge them and shoot back with your cannons, or even let loose your own missiles if your tracking computer manages to lock on to an enemy plane. But don't fire missiles blindly, as you only have 40, and if the computer isn't locked onto a target, the missile is wasted.

Survive long enough and you reach a friendly airfield - there's no need to worry about landing, the computer does it all automatically. Once you've landed, the plane is refueled and re-armed and you can move onto the next, more difficult mission - in this case a bombing run. Later missions include such delights as night flight, a hair-raising canyon run, strike missions and an island run!

Blue Lightning is definitely the most visually impressive Lynx title yet, with some of the most stunning 3D graphics I've ever seen - the effect is utterly realistic and truly exhilarating, even better than the arcade version of Afterburner, and that's really saying something!!

However, there is one flaw - the game is too easy to master. It doesn't take much practice to go complete all nine missions, and once you've done so, the appeal quickly wanes. It's a shame there aren't more missions - as it stands Blue Lightning is a very polished, technically incredible game that's very addictive in the short term, but lacks long-lasting appeal.

JULIAN RIGNALL



RATINGS

GRAPHICS 94%
Astonishingly realistic 3D graphics.

SOUND 72%
Reasonable effects and a few jingles.

VALUE 79%
Only nine levels, so lasting appeal is limited.

PLAYABILITY 80%
Incredibly addictive, but only in the short-term.

OVERALL 79%
A technically stunning Afterburner-style game let down by its lack of levels.

BATM

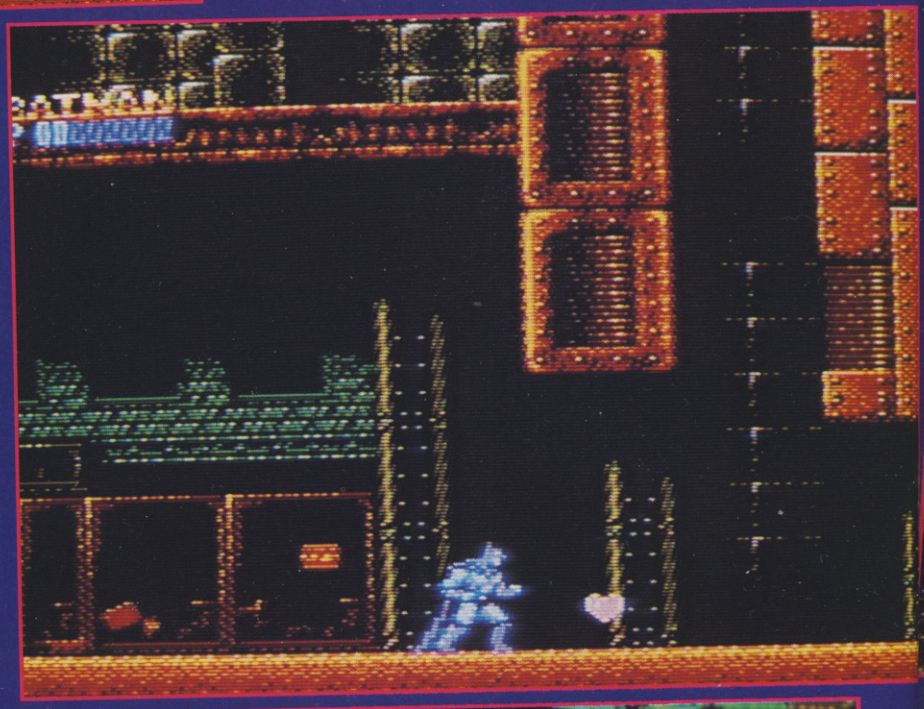
NINTENDO

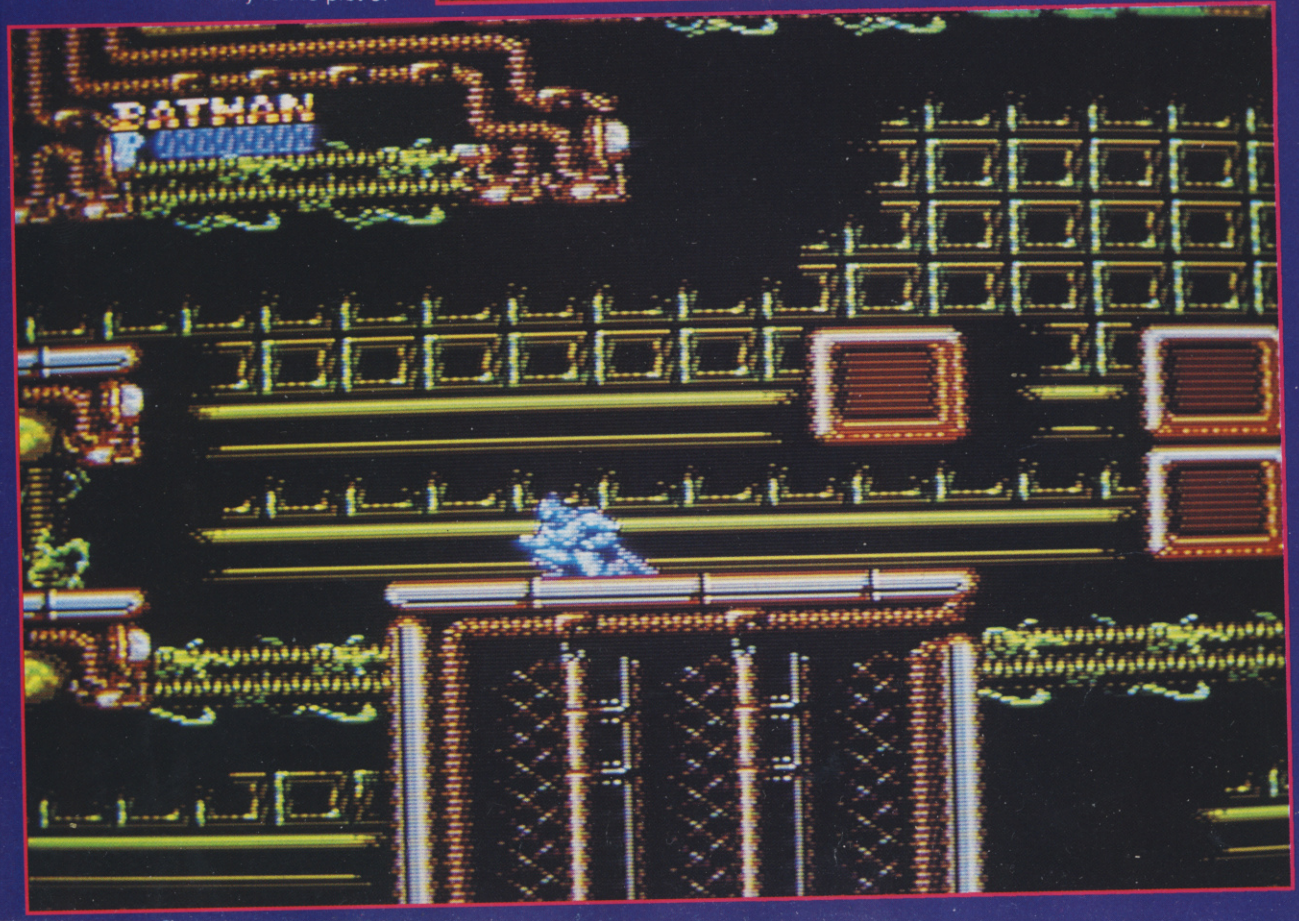
You've read the comics and books. You've seen the film. You've eaten the breakfast cereal. You've bought the toys. You've listened to the record. And bought the costume. Now you can play the Nintendo game.

The Joker is on the rampage and, as the man in black, you've got to fight your way through five levels, each made up of a number of scrolling platform stages, before you get to do battle with the grinning gangster.

At the end of each of the stages is a guardian which must be defeated with a number of direct body blows before the next level can be encountered, moving one step closer to the Joker's lair. You begin with three lives, and every time an enemy or weapon comes into contact with the caped crusader, energy is lost from the life currently in use.

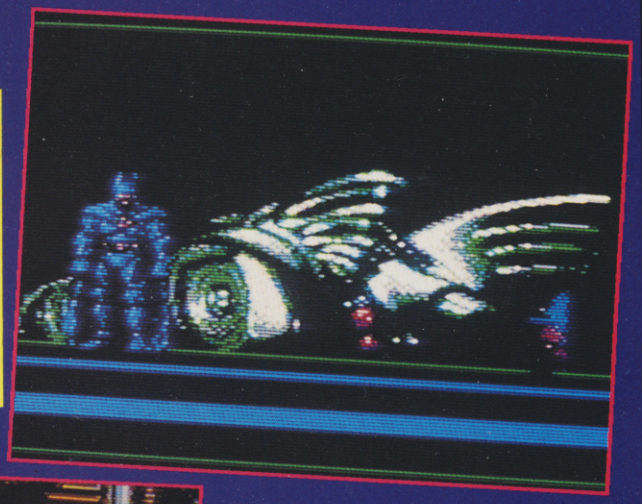
Batman - The Nintendo Game doesn't stick that closely to the plot of

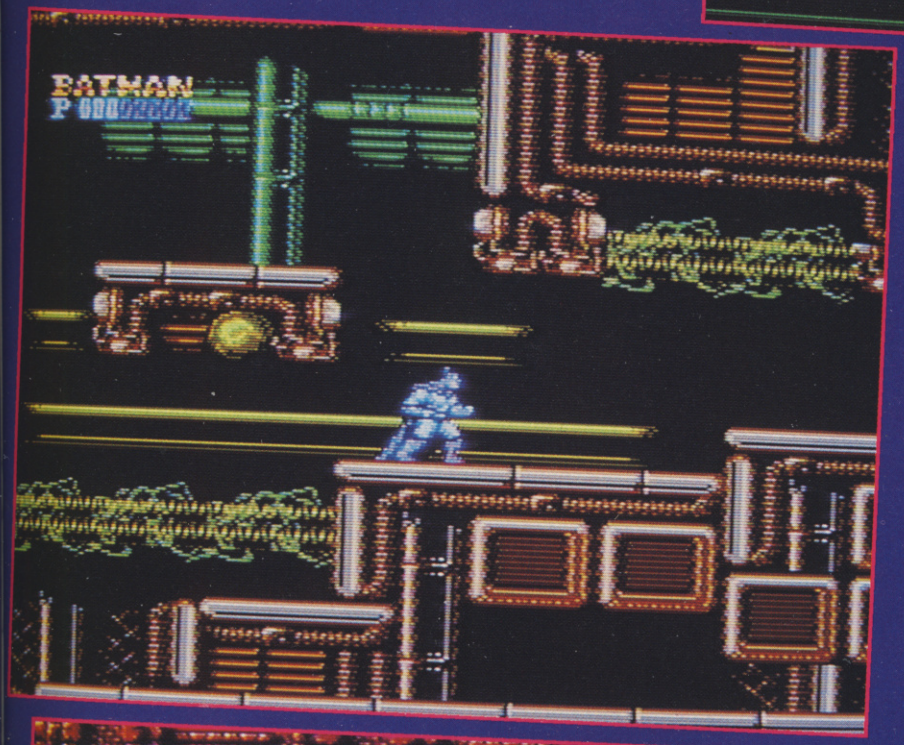


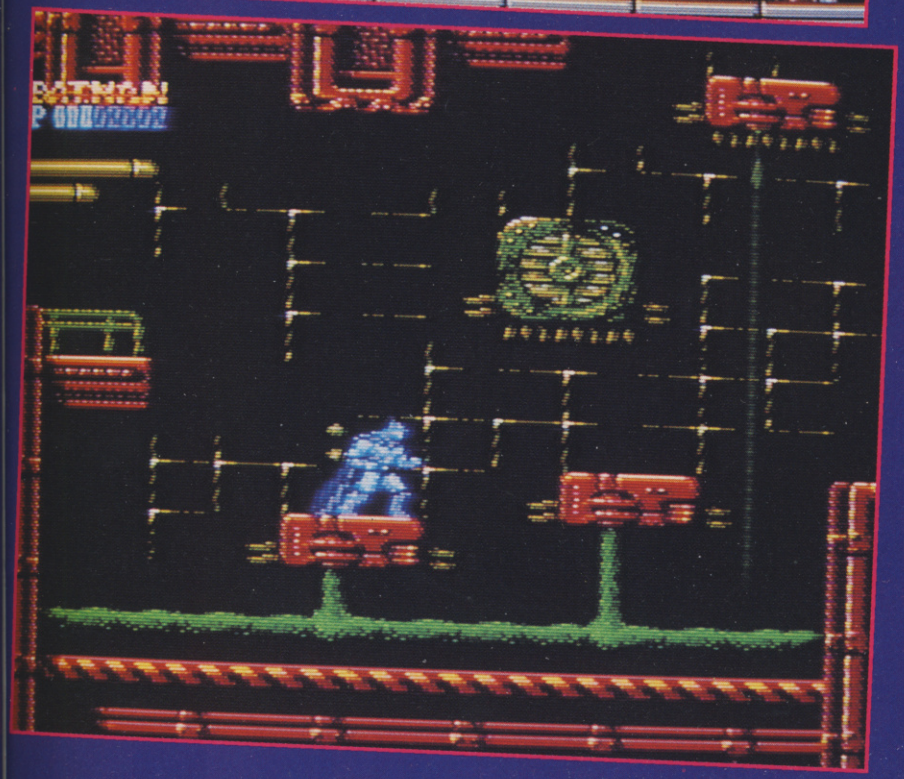


MAN

REVIEW







the movie, but luckily the game is so good that the storyline pales into insignificance. Graphically, Batman is a treat - the Bat sprite is amazing, as are the dark, but detailed and atmospheric backdrops. A brilliant animated introduction greets the player at the beginning, and the cut scenes between the levels, which depict the Batmobile racing to the next stage, are also very well done. As for the gameplay... well, it's not bad at all. Platform games may not be the most original ideas, but when they're well implemented it's hard to find fault. Such is the case with Batman, which manages to grab the player's attention from the word go with its neat presentation, and keeps him in front of the screen with a high level of playability. If all you're looking for is a great game, and you couldn't care less about accuracy of plot or trivial details like that, you can't go wrong with Batman!

PAUL RAND

RATINGS

GRAPHICS 94%
Brilliant throughout, with great sprites, backdrops and cut-scenes.

SOUND 83%
Atmospheric tunes and effects.

VALUE 89%
It's a great game and is worth every penny.

PLAYABILITY 91%
A well-graded difficulty level keeps up the challenge and once you've started, it's difficult to stop playing.

OVERALL 92%
A thoroughly enjoyable game which is highly recommended to arcade players and Bat-fans alike.

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LICENCED CREDIT BROKER

VISA

THE CHARTS

THE FOLLOWING EIGHT PAGES ARE DEVOTED NOT TO BORING OLD SALES CHARTS (WHICH ARE ALWAYS SUBJECT TO INTERPRETATION), BUT TO TABLES OF OUR TEN FAVOURITE GAMES FOR THE SEGA MASTER SYSTEM, SEGA MEGA-DRIVE, NINTENDO AND PC ENGINE. IN OUR OPINION THESE ARE THE GAMES WHICH ARE MOST ENJOYABLE TO PLAY AND BEST SHOW OFF THE UNIQUE CAPABILITIES OF EACH MACHINE. WE HOPE YOU AGREE WITH OUR CHOICES.

CHARTS

TEN

CALIFORNIA GAMES

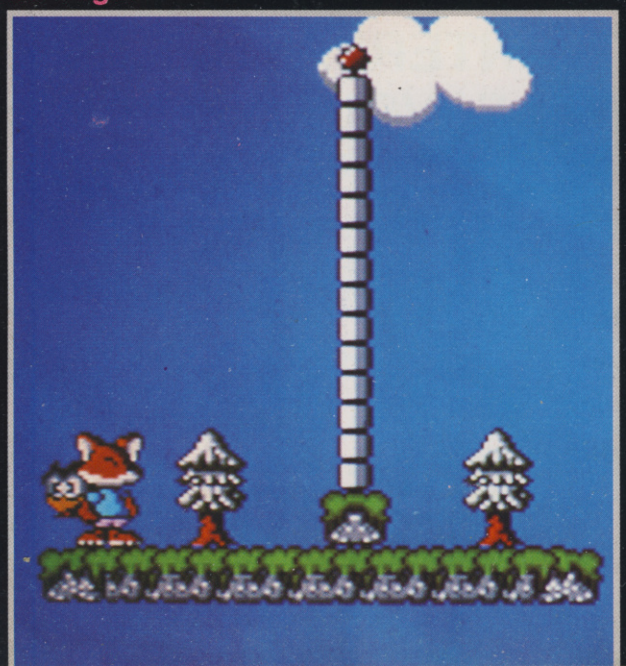
Take part in a superb simulation of six West Coast "sports", comprising roller skating, BMXing, half-pipe skateboarding, frisbeeing and hackey-sacking. All six feature excellent graphics and incredibly addictive gameplay, making this the best value for money Sega cart around.

AMERICAN PRO FOOTBALL

The ultimate console simulation of America's favourite sport, with all the action and tactics of the real thing, all beautifully presented on-screen. A gridiron fan's dream.

PSYCHO FOX

A weird (but wonderful) platform game starring a crazy fox with a knockout punch, who can transform himself into a monkey, a hippo or a tiger. See - weird. Super-cute cartoony graphics, and outrageously jolly gameplay makes this the most addictive platform game going on the Sega.



DYNAMITE DUX

Bin's girl has been kidnapped and he's been transformed into a large duck! Luckily he has fists of steel and all manner of extra weapons to use to defend himself from oncoming bouncing moose, sausage dogs and army foxes. Very silly, but the wacky sprites make this great fun to play.

WONDERBOY III

A dragon's curse has turned Wonderboy into Wonderdragon! Getting back to human form means killing five more dragons, and finding them is the object of this platform adventure. Various role-playing elements add a lot of depth to the game, so you'll be glued to this well into the small hours.

WORLD SOCCER

The definitive Sega soccer game, with smart graphics and loads of sporty thrills for one or two players. What more can we say, except, if you're a footy fan with a Sega, buy it!

SE
GA

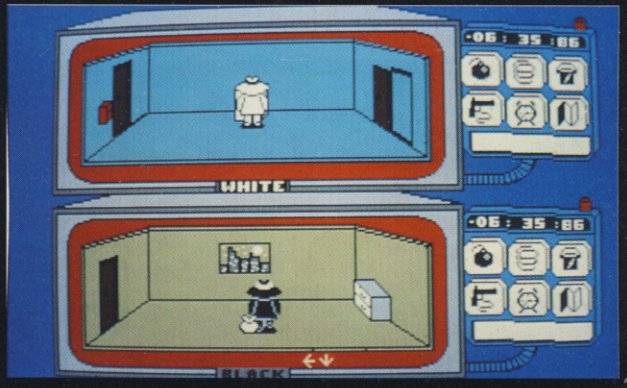
BEST GAMES CHARTS

POWER STRIKE

Probably the best vertically scrolling shoot 'em up a Sega owner's money can buy. Tidy graphics, megablasty gameplay and a few extra weapons help the whole thing go with a bang.

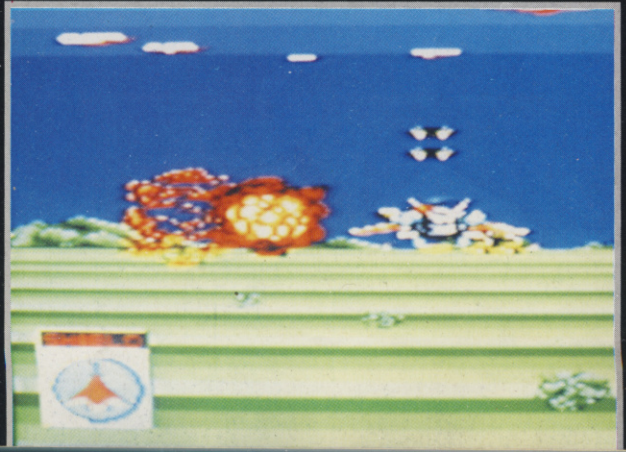
PHANTASY STAR

Another really huge role-playing game with a pretty sizeable price tag, but if RPGs are your bag, Phantasy Star is well worth the cash. Loads of puzzles and character interaction, smart graphics and, like Y'S, the game comes with a very handy battery-powered game save facility.



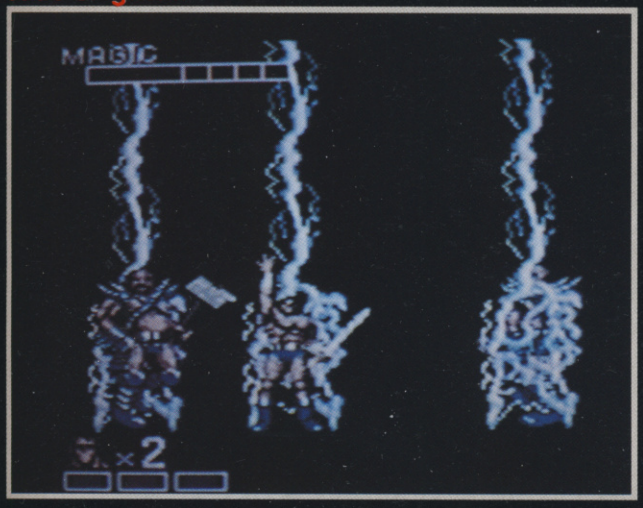
SPY VS SPY

Mad Magazine's black and white spies each want to be the first to find some secret plans and escape from a building. Stop the other spy by beating him up with a club (hilarious) or planting ingenious traps at strategic places (even more hilarious). Dull graphics but the gameplay is a million laughs.



GOLDEN AXE

Marvellous fantasy beat 'em up based on the coin-op. Terrific, violent graphics and lots of equally terrific, violent action make this a must for any fan of the arcade original.



GALAXY FORCE II

Good translation of the 3D super coin-op takes you on a trip through space and the interiors of various inhospitable alien planets. Lacks the superb graphics of the original, of course, but addictive gameplay makes Galaxy Force a winner.

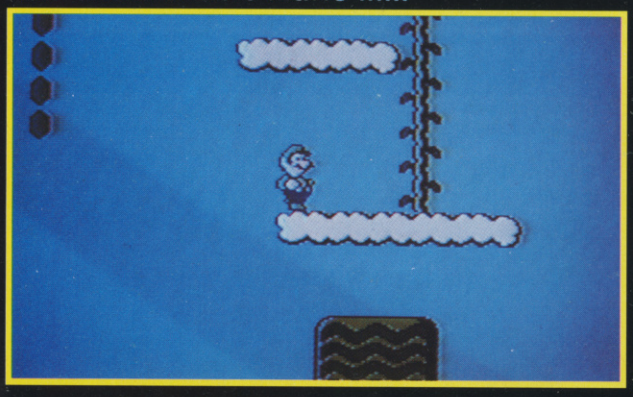
Y'S

A really huge role-playing game in which Aron the swordsman has to recover the six books of Y'S. Plenty of swords and sorcery action, coupled with some lovely scenery and character graphics make this the top Sega RPG.

CHARTS

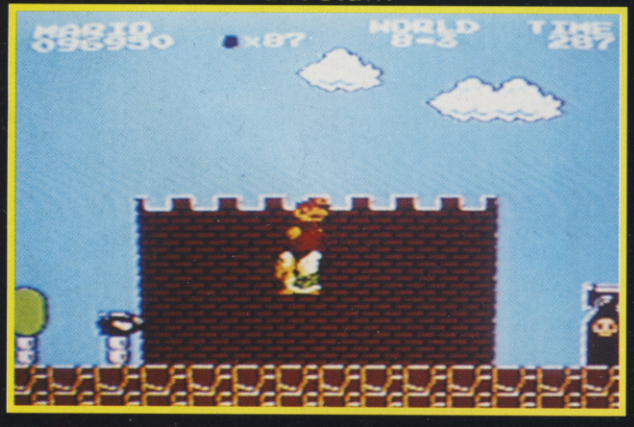
SUPER MARIO BROS II

Featuring fabulous graphics, great music and superb gameplay, Super Mario II is simply THE best Nintendo game currently available in Britain. Can the Mario series get any better? Wait until you see the unbelievable Mario III...



SUPER MARIO BROS

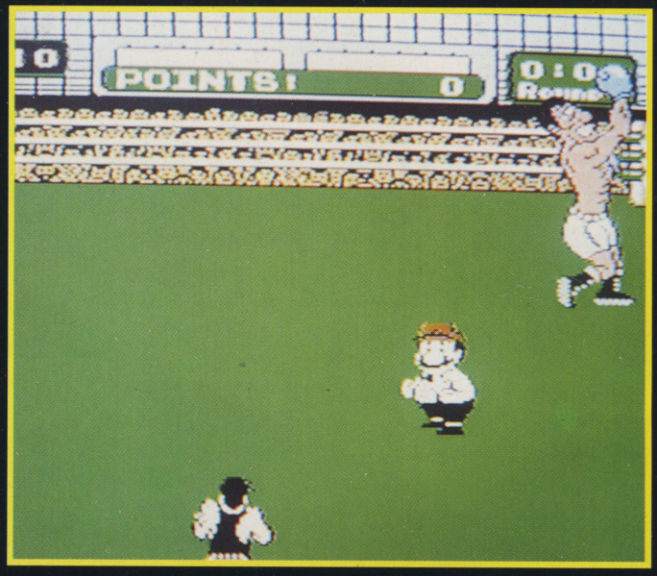
One of the all-time classic video games. Guide Mario across eight wild 'n' wacky worlds filled with the weirdest baddies you're ever likely to meet and rescue Princess Mushroom from the clutches of an evil baddie! Brilliant stuff!



COBRA TRIANGLE

Race along narrow waterways, blast targets as you whizz by, leap deadly waterfalls, defend swimmers from the marauding enemy, defuse mines and then take on huge monsters before they crush you! It's action all the way in this graphically superb multi-level speedboat shoot 'em up.

TEN



MIKE TYSON'S PUNCH-OUT!!

Simply the best boxing game available on any system. Fight your way through the world boxing ranks with the ultimate aim of challenging Mike Tyson himself. Great graphics and gameplay are rolled together to make this a real knock-out.

ZELDA II

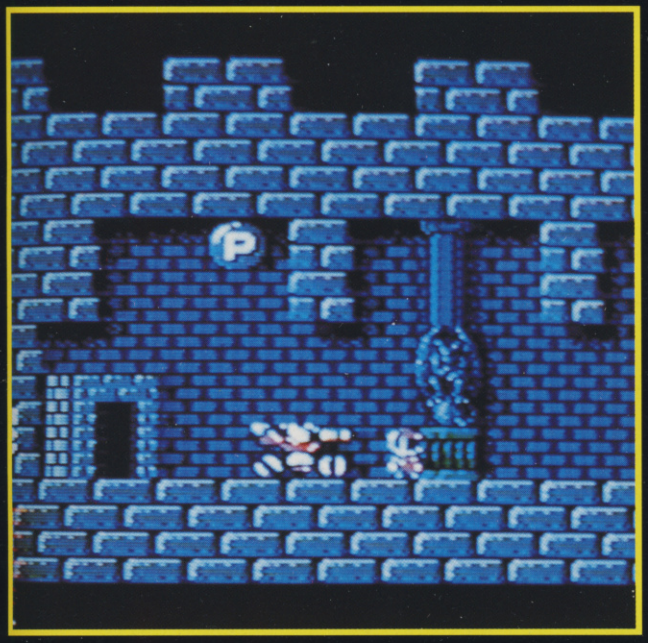
This sequel is even bigger than the original! Once again take control of hero Link and undertake a quest of enormous proportions. As well as featuring an overhead view, Zelda II also uses horizontally scrolling screens to add even more variety to the action! A must for arcade adventure fans.

NINT
GA

BEST

BLASTER MASTER

Take the controls of a bouncy tank and trundle around a huge cave system, blasting hostile robots and collecting power-ups, then jump out of your vehicle to explore labyrinths packed with monsters. Cute graphics coupled with super-destructive gameplay make this arcade adventure terrific fun.



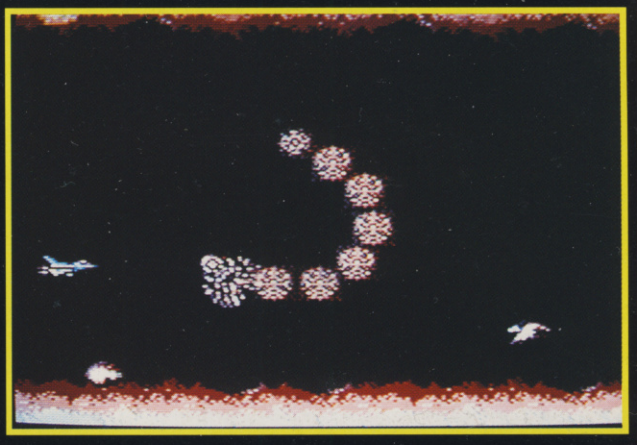
LEGEND OF ZELDA

The first Zelda game is a vast arcade RPG with lots of monsters to slay, weapons to buy and secrets to discover on Link's quest for the mystical Tri-Force. It also had the distinction of being the first Nintendo game with a battery-backed save-game option.

TENDO MES

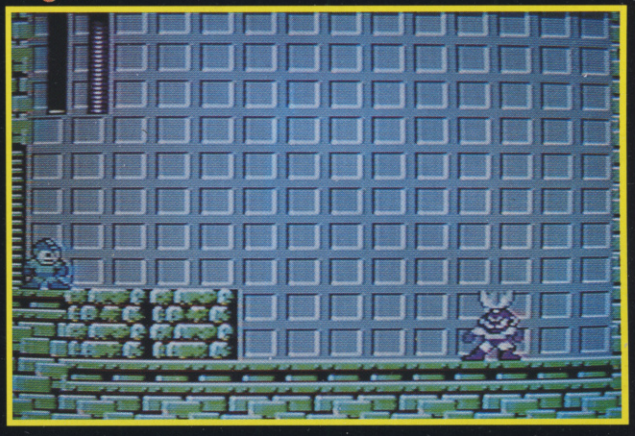
LIFE FORCE

Better known in the UK as Salamander, this superb one or simultaneous two-player shoot 'em up features alternate horizontally and vertically scrolling levels and a host of aliens to destroy. Quite simply, this is the best shoot 'em up yet seen on the Nintendo.



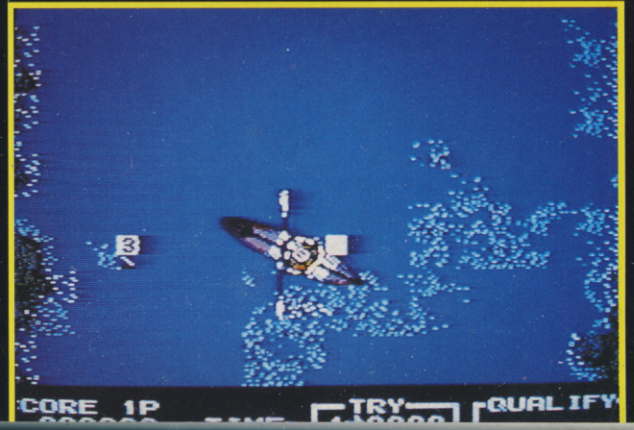
MEGAMAN

He's fab. He's brill. He's MEGA! And he's on a mission to seek and destroy eight evil arch-villains who are planning world domination. Megaman is a tough game, but it'll keep you playing long into the night.



TRACK AND FIELD II

Big sprites and many neat graphical touches are all part and parcel of this impressive simulation, which features twelve different events ranging from arm wrestling and fencing to hammer throwing and diving!



CHARTS

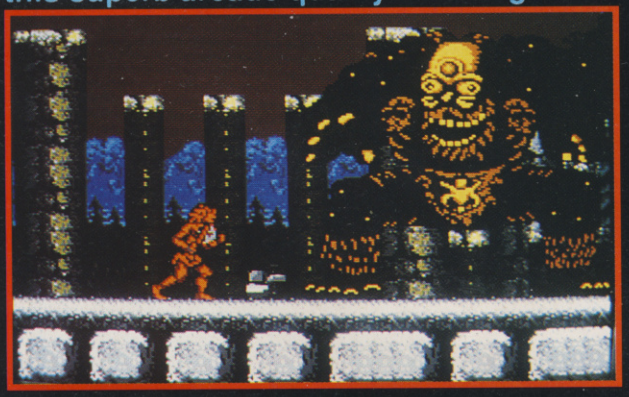
CHARTS

GUNHED

Scream up the screen in your turbo-charged space fighter, blasting away squadrons of hostile alien craft. This shoot 'em up is a corker, and features the fastest scrolling, the most sprites, the best sampled sound and the meanest extra weapons you're likely to see on a PC Engine game!

LEGENDARY AXE

Fight goblins, bears, magicians, witches and stone warriors as you make your way across the scrolling landscape on the way to battle a massive stone giant in this superb arcade quality Rastan game.



PC KID

One of the weirdest games around! Guide slap-head baldie PC kid across a series of strange prehistoric landscapes and do battle with an army of extremely odd dinosaurs! PC Kid looks brilliant and plays even better!

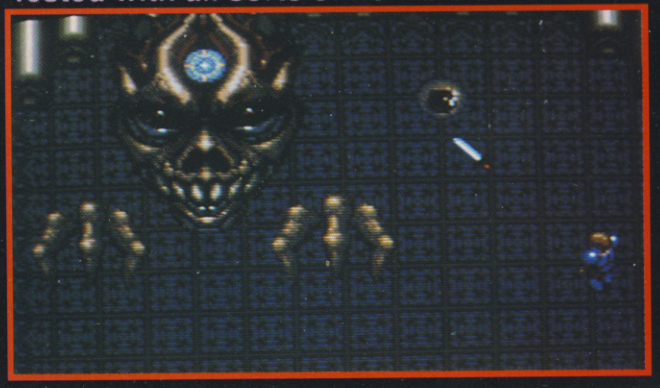
TEN

R-TYPE

One of the all-time classic shoot 'em ups. Fly the R-9 against the evil Bydo empire in this graphically stunning blaster. This version features the first four levels of the coin-op, and it's arcade perfect.

DUNGEON EXPLORER

Up to five players can simultaneously take part in this brilliant Gauntlet-style quest of good against evil. There are thirteen levels to battle through, each infested with all sorts of horrible creatures!



PC EN
GA

BEST

CHARTS

WORLD COURT TENNIS

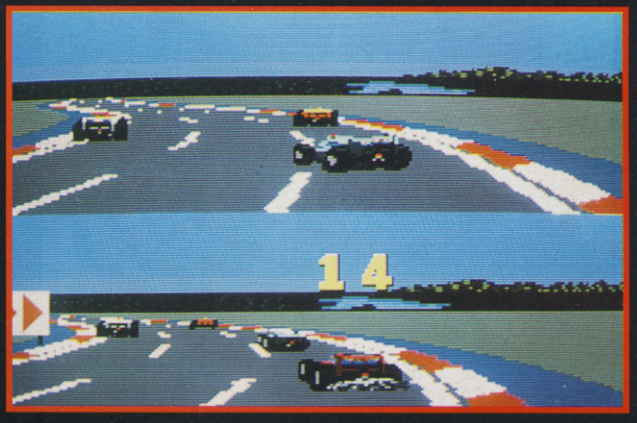
Fancy a one, two, three or four-player game of computer tennis? Then this is the one for you. Sporting a superb control method and great graphics, this tennis simulation is the finest we've seen on any home machine.

TWIN HELI

Pilot your helicopter deep into hostile territory and take on the entire enemy air force and army single-handedly in this fast and furious shoot 'em up conversion. Plenty of extra weapons and arcade-perfect graphics and sound make this a winner.

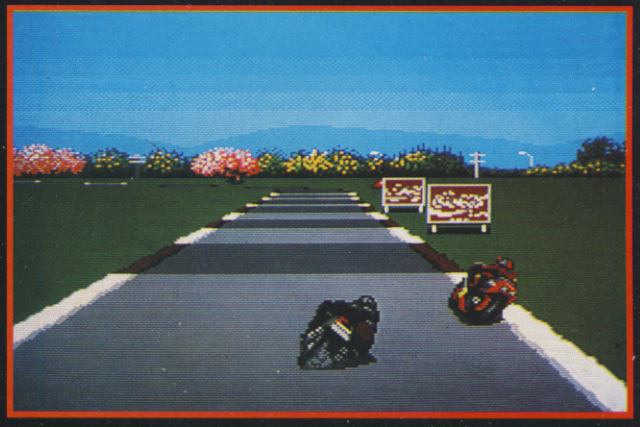
FINAL LAP TWIN

Using horizontally split screens, this thrilling race game lets one or two players simultaneously race one another over a variety of famous Grand Prix courses.



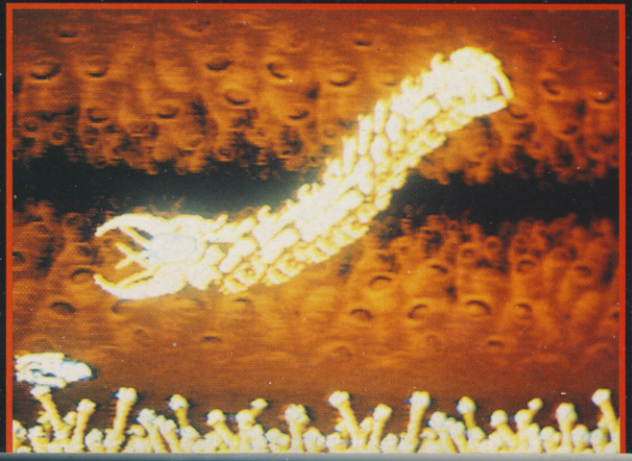
MOTORCYCLE RACING

Take on a world class field over an entire racing season and see if you can win the Motorcycle Grand Prix. And it's not all about racing, either - you have to maintain your bike and make sure it's tuned for the next race!



R-TYPE II

There's more thrills and spills in store as you fly the R-9 further into Bydo territory and take on even nastier baddies in the last four levels of the coin-op. Make sure you've played the original before you play this.



NGINE MES

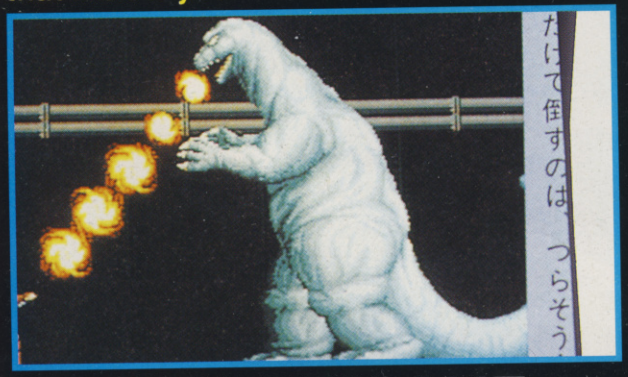
TEN B

GHOULS 'N' GHOSTS

Stunning conversion of the classic coin-op puts you up against Lucifer's hordes as you battle to rescue your betrothed. Super graphics and sound and incredibly addictive gameplay make this Megadrive title a must.

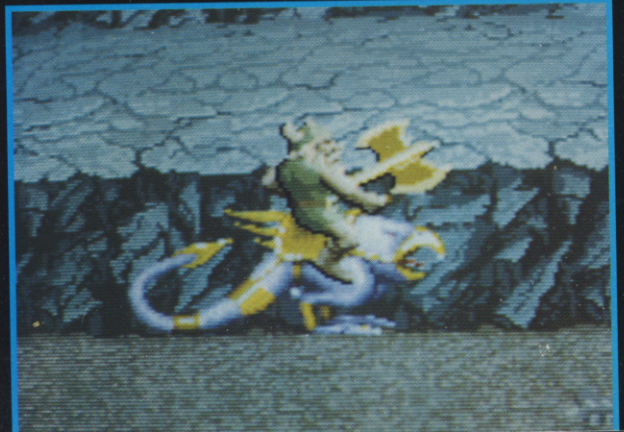
SUPER SHINOBI

Take control of the meanest Ninja in town on a mission to rescue his kidnapped girlfriend! This means taking on a vast criminal organisation single-handedly - it's tough, but it's terrific. And it's got sound that'll blow your ears off!



GOLDEN AXE

It's not just a coin-op conversion - it IS the coin-op. Absolutely flawless copy of the great Sega machine has one or two players hacking and bashing their way through a supernatural army to confront the evil Death Adder in a duel to the death.



SUPER HANG-ON

Another cracking conversion! Ride your powerful motorbike in four tough races ranging from beginner to expert in what surely is the fastest, slickest and best looking race game around.

RAMBO III

Rescuing POWs from compounds deep in the heart of Vietnam is the mission in this brilliant six-level arcade adventure/shoot 'em up. Hundreds of soldiers, tanks and aircraft are out to stop you, but you're Rambo and you're HARD!!!

MEGA GA

BEST

THUNDERFORCE II

Five overhead and four horizontally scrolling meanie-packed levels lie in store for any blasting fanatic brave enough to challenge this noisy and colourful arcade quality shoot 'em up.

FORGOTTEN WORLDS

One or two players can take part in this scrolling shoot 'em up of destruction and mayhem. Blast wave after wave of attacking aliens, nip into the shops that occasionally pop out of the landscape, buy fab extra weapons and blast some more! Great!

MEGADRIVE GAMES

TATSUJIN

Better known in British arcades as Truxxton, this coin-op conversion is virtually flawless. Fly your way up the screen and destroy everything that gets in your way with three different kinds of power-up lasers - it's tough, but very addictive.

SPACE HARRIER II

One of the first games to appear on this machine, Space Harrier II really shows off the power of the Megadrive. Fly through twelve levels, destroy the giant guardians who lurk on each one and free the Fantasy Zone in this colourful enhancement of the arcade machine.

ALTERED BEAST

Take the form of four were-beasts and rescue your beloved from the clutches of an evil wizard in this conversion of the beat 'em up coin-op. Slick graphics, great speech and addictive gameplay make this beat 'em up one of the best.

CHARTS

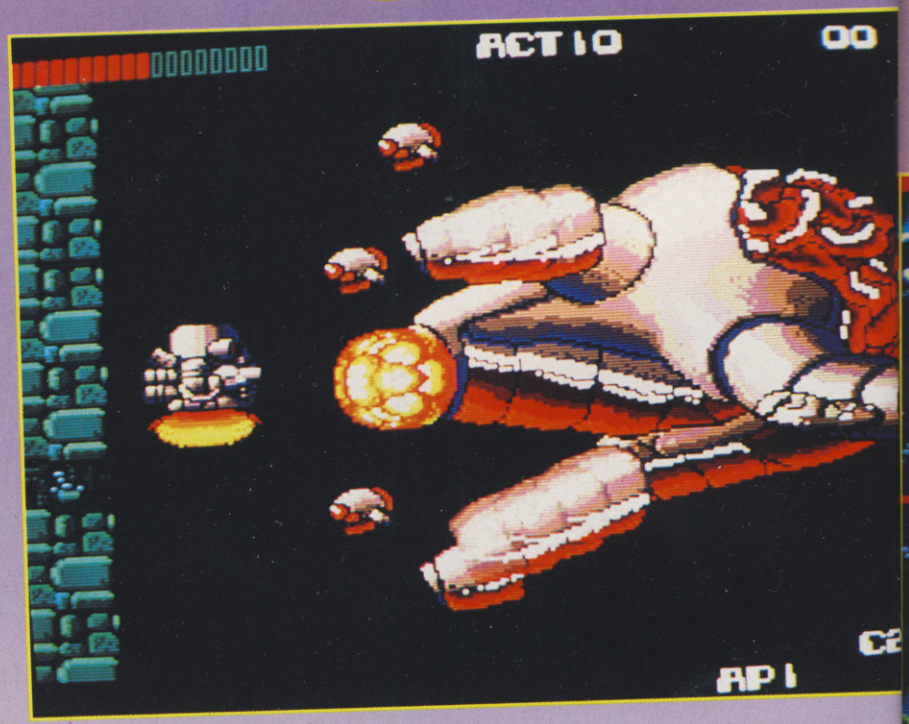
ATOMIC ROBO KID

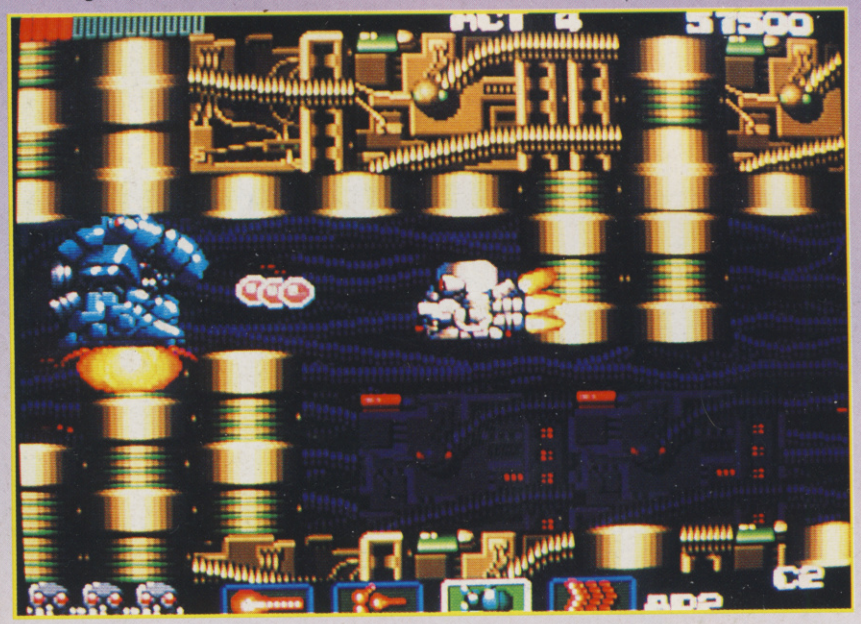
PC ENGINE/UPL

It's an unfortunate fact of life that nobody loves a little robot with a big nose, and few people know this better than Atomic Robo Kid, who is the trunkiest android in the universe. He doesn't let it bother him too much though, because being a nuclear powered automaton he's quite a powerful lad, and he never goes anywhere without his atomic kill-pistol. If anyone gives him any lip about his nose, one blast separates them into their component molecules and they don't bother him any more.

As our story begins, Kid is out for a bit of exercise, but as soon as he steps outside the door he is under attack from all sides by armies of outlandish, nose-hating, energy-sapping aliens. Luckily, Kid is equipped with rocket thrusters, so he's very agile and any attackers he can't dodge, he can waste with his weapon.

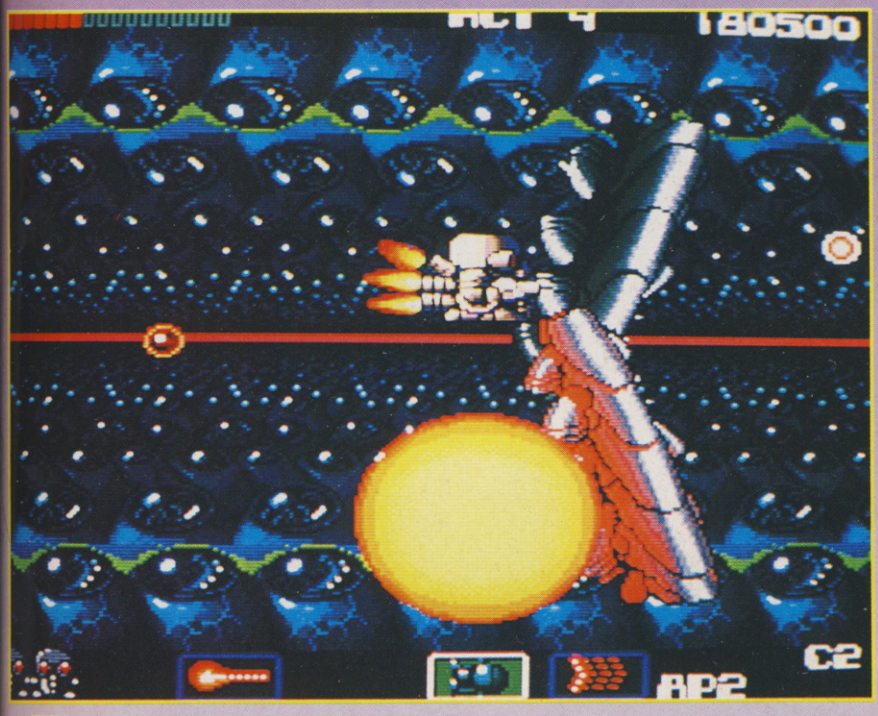
But some of those aliens are pretteee tough, and the only way to knock some of them out is to collect and install the power crystals which are lying about. Kid's internals can convert different types of crystal into four different weapons of varying strengths, an atomic power gun, a three-way atomic beam, an atomic missile launcher and a five-way atomic beam. Additionally, certain crystals boost his speed or provide him with a temporary electro-shield.





To get from one area to the next, Kid has to hunt for a door, but this being the hostile neighbourhood it is, the doors are nearly always guarded by big, unfriendly monsters. Still, a few well placed atomic missiles makes short work of most of them and you can usually get Kid through to at least area ten without much trouble.

And that's the weird thing about this game. Once you've picked up all the extra weapons on the very first stage, Kid is practically unstoppable, but if



RATINGS

GRAPHICS 86%
Some wonderfully cute sprites and very smart parallax-scrolling backdrops.

SOUND 79%
Thankfully, you don't hear the squeaky tune for all the loud explosions and zapping sounds.

VALUE 80%
Pretty good VFM, but there are better shoot 'em ups at the same price or less.

PLAYABILITY 75%
Good fun for the most part, but the weapons bug screws things up a bit.

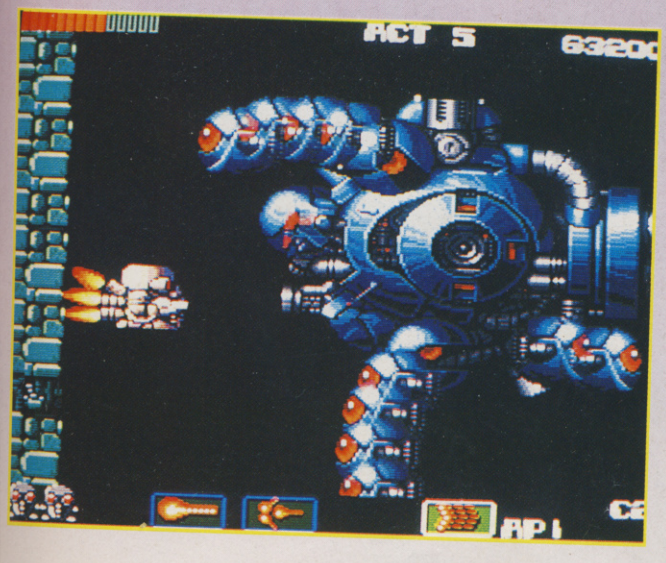
OVERALL 81%
Good, but if you want a shoot 'em up check out the likes of Gunhed, R-Type and Tiger Heli before buying Atomic Robo Kid.

you happen to die at certain points, you lose a weapon and you're stuffed. Don't bother trying to take out the boss on stage ten if you haven't got the missile, for instance - you may as well just restart the game from scratch because none of the other weapons can do the job. Marks off for that.

It's a pity that it has that annoying "feature", because otherwise I would have enjoyed Robo Kid enormously. The graphics are excellent, especially Kid himself, and I loved the way he turns and gives you an imploring look if you don't move him for a while. As far as sound goes, the programmers seem to have concentrated more on sound effects than music, and the weak, reedy tune can scarcely be heard above all the blasting.

If you liked the arcade game, check this conversion out, but me, I'll stick with Gunhed, thanks.

PAUL GLANCEY



SUPER SHINOBI

Tips from Tim Bullock and Simon Walklate of Stoke, and Alex Bentley of London.

For infinite shurikens, go to the options screen, select OO shurikens and then press the START button as fast as you can. After a second or so, the two zeros join together to form an infinity sign, meaning you've got infinite shurikens!

LEVEL ONE - SAMURAI

Somersault onto the platform at the far left hand side of the screen, select Ninjitsu of Kariu and use it, then just keep somersaulting and shooting when he is slashing downwards until he explodes. Alternatively (and this is trickier), select Kariu, then walk into him, constantly slashing. He'll walk backwards and eventually explode.

LEVEL TWO - DISCO NINJA

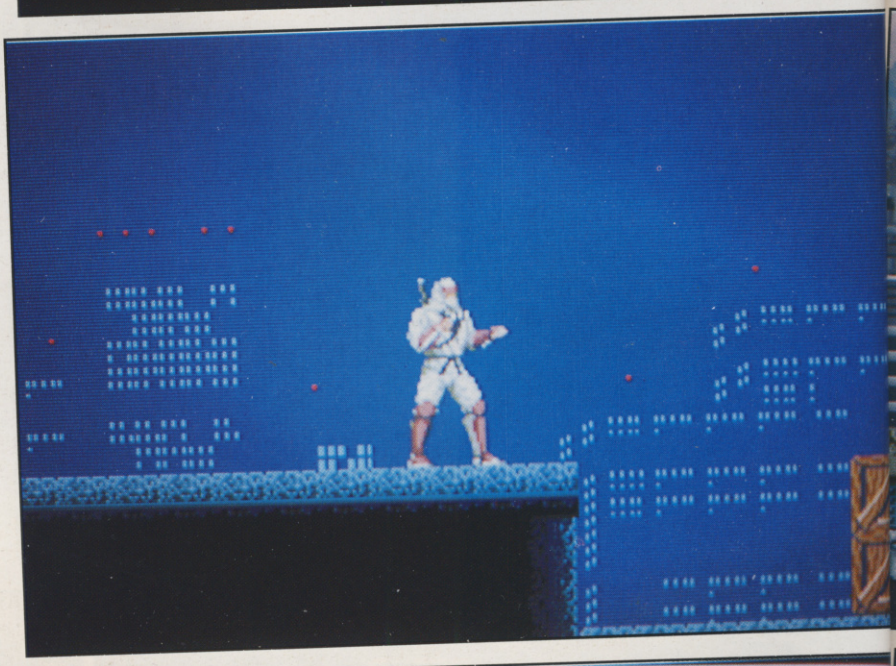
This guy somersaults all over the screen and throws one shuriken. Crouch, and when he lands, kick or slash him. Keep on doing this until he turns brown. Select Ninjitsu of Kariu and use it. If he's still alive, use the crouching technique again - watch out because he throws four shurikens now - and throw shurikens whenever you can.

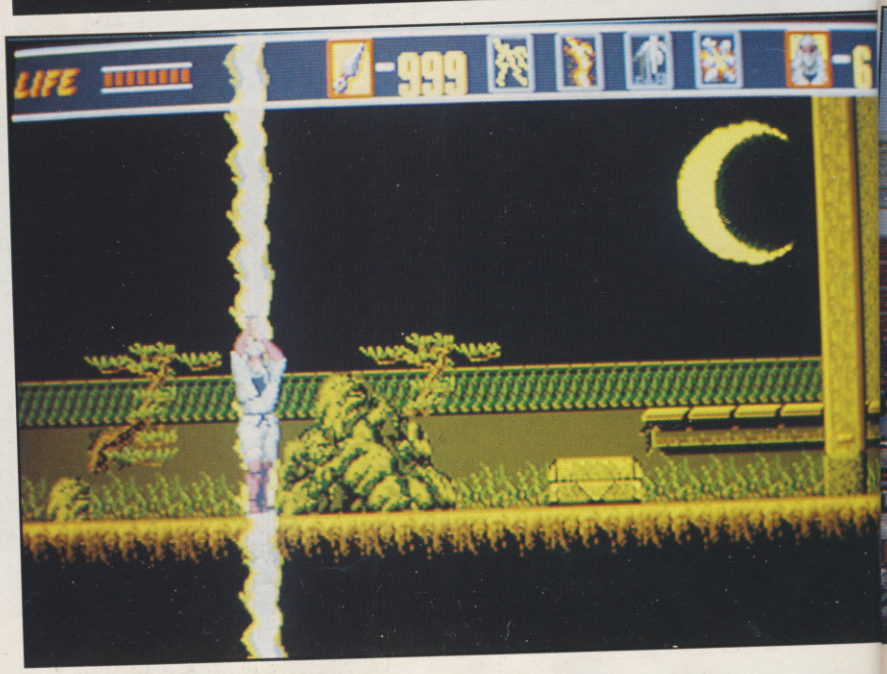
LEVEL THREE - THE MACHINE

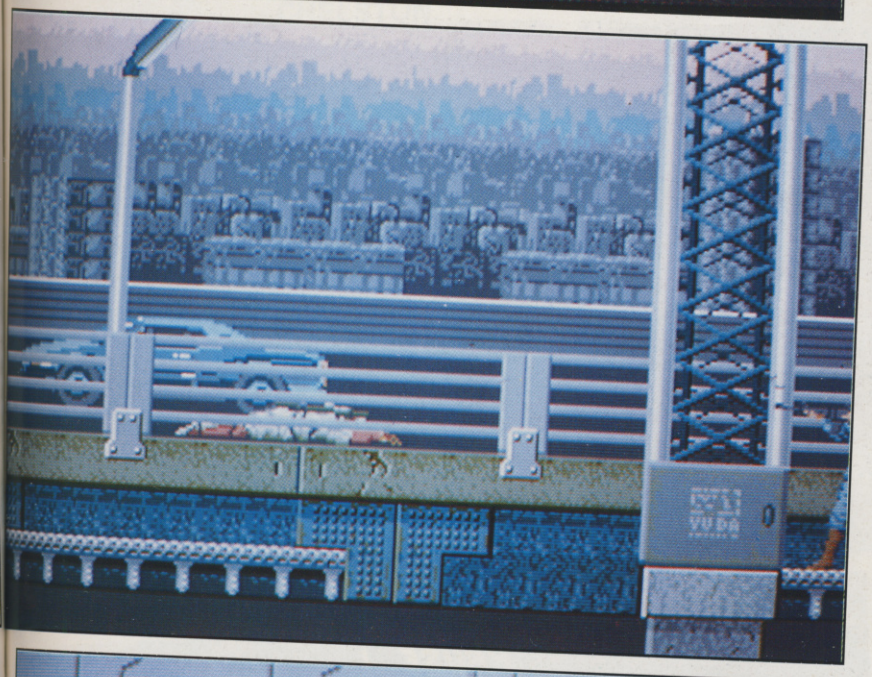
Walk to the right of the screen and somersault through the second laser onto the back of the machine. Select Kariu when the brain in a jar is visible and use it. Wait until the laser gets on top of you and then jump up and left to get up the step. Then wait until the laser gets on top of you again and then walk down. Keep doing this until the brain re-appears, then crouch and shoot it. Jump back onto the step and repeat the above procedure. It takes about 11 shots to destroy it, so be patient and keep at it.

LEVEL FOUR - THE ROBOT

It looks human, but throws cars and engines at you. To destroy it make sure that you have at least three men because you need to use Mijin Ninjit-







su. Select this magic twice, then select Ninjitsu Kariu and use it. If the robot is still alive (very doubtful), somersault and shoot it - it should only take a couple of shots to make it explode.

LEVEL FIVE - THE MISSILE

The missile has three weak sports which all must be destroyed. These are situated in the middle, to the left and to the right of the truck and can either be shot or kicked. There is a blue drip from a crack in the missile which flows from the right of the screen to the left - watch out for it and jump over it. It's best to destroy the middle weak spot first because it stops the flame thrower from firing at you.

LEVEL SIX - SUPERHERO

The superhero starts of as Spiderman, then after being hit a few times turns into Batman. First select Ninjitsu of Kariu and use it. He should then turn into Batman and fly slowly around the screen. Jump and shoot at him and he'll gradually change colour and after a number of shots will explode.

LEVEL SEVEN - GODZILLA

Don't bother trying to shoot him. Select Minjin magic and use it three times. If he's not dead after the third time, select Ninjitsu Kariu and use it.

LEVEL EIGHT - THE MASTER

Magic has not effect on this guy, so use your shield. In the background you'll notice your girlfriend being crushed to death by a wall. The only way to stop the wall is to keep shooting into the hole either to the left or right of the screen every few seconds. The best way to destroy the Master is easy. Crouch down and walk towards his. Keep a little space between you and the Master while he's swinging his wig so it doesn't hit you. Every few seconds he tries to whip you - stay in the crouch position and shoot him once, then jump away immediately as he throws his wig at you. If you keep on shooting through the holes and use the crouch method, you should be able to defeat him fairly easily. Now sit back and watch the end sequence...

TIPS

HIDDEN ITEMS

LEVEL 1-2

Just as you're falling into the underground tunnel, fire and you'll reveal 50 knives. When you come out of the underground tunnel, walk right until you come to two moving platforms. If you jump in between them and fire to the right you'll reveal and extra life.

LEVEL 3-1

At the end of this level stand on the last pillar and fire to the right to reveal an extra magic.

LEVEL 3-2

Stand on the second lift and on your way down fire at the bottom crate to reveal an extra life.

LEVEL 3-2

On the very last lift stay at the bottom. To your right is a door - shoot just above it and you'll reveal an energy block.

LEVEL 4-1

At the very start do a spin jump and spray your knives to reveal an extra magic.

LEVEL 4-2

At the very start do a spin jump and spray your knives to reveal an extra life.

LEVEL 5-1

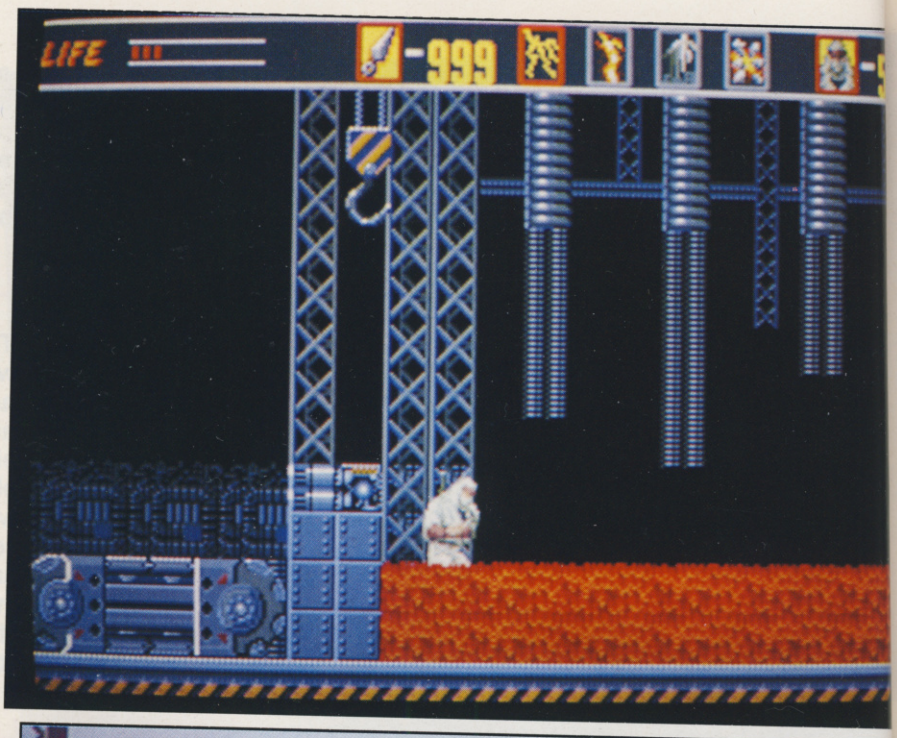
At the start, turn to your left and jump as high as you can and fire to reveal an extra magic.

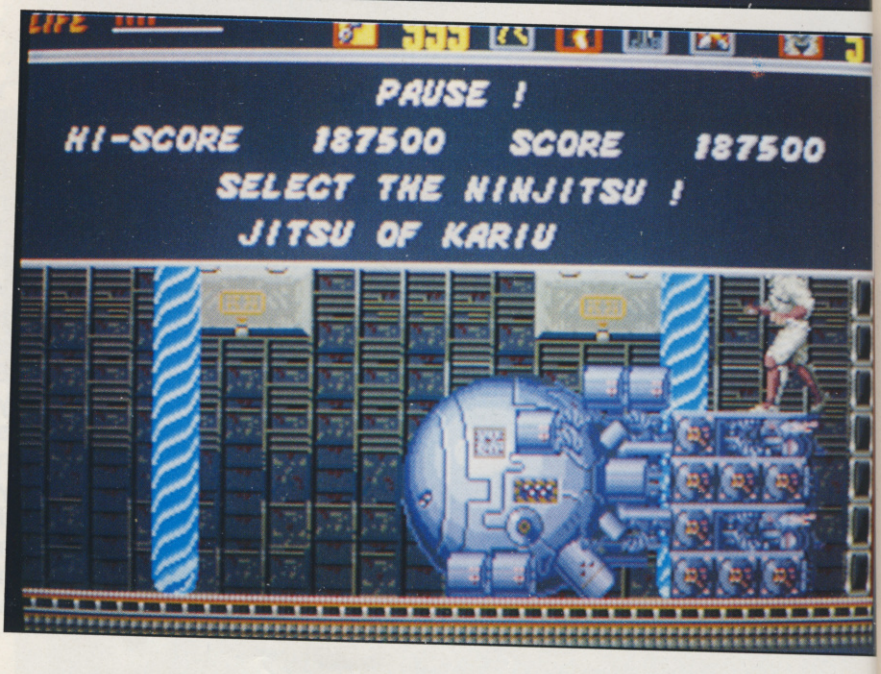
LEVEL 5-2

At the end just before the exit sign there's a little platform. Jump onto it and use Ninjitsu of Kariu to reveal an extra life.

LEVEL 6-2

At the end of the train, go underneath the exit sign, turn left, crouch down and fire to get an extra magic.





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GOLDEN AXE

Tips from K Mason of Crewe, Cheshire

First of all, choose Gilius Thunderhead the dwarf - he's the best character.

DEFEATING THE ENEMIES

HENNINGER/LONGMOAN

Get in close and hack away at him until you can pick up and throw him.

SKELETON

This is one of the hardest character to kill. Their most deadly attacking move is the jumping slash, so watch out for that and react instantly by backing away. Use running head butts, or else quickly get in close and hack away, then back off.

ZUBUROKA

Just be careful of her axe, otherwise treat the same as Henninger/Longmoan.

BAD BROS

The best thing to do is stay still, let them dive, dodge, then slash repeatedly. If you're feeling brave, the running head butt is a pretty good move, too.

LT BITTER

Use the running head butt - you need to do loads - but eventually they'll die.

DEATH ADDER

Kill the two skeletons first, then attack Death Adder using overhead slashes and running head butts - be quick or he'll lash out at you. The other thing to remember is don't stand too far away or he'll use magic against you.

DEATH BRINGER

The skeletons here are well hard - overhead slashes or deft running head butts are the only things that'll kill them quickly. Then use the same tactics as above and watch out - he lashes out very quickly after he gets up, so be prepared to knock him over again the second he gets up. And again, don't stray too far from him or he'll use his magic - and his magic is very powerful.

LAST BATTLE

Tips from the Konami Kid and The Sega Mega Man

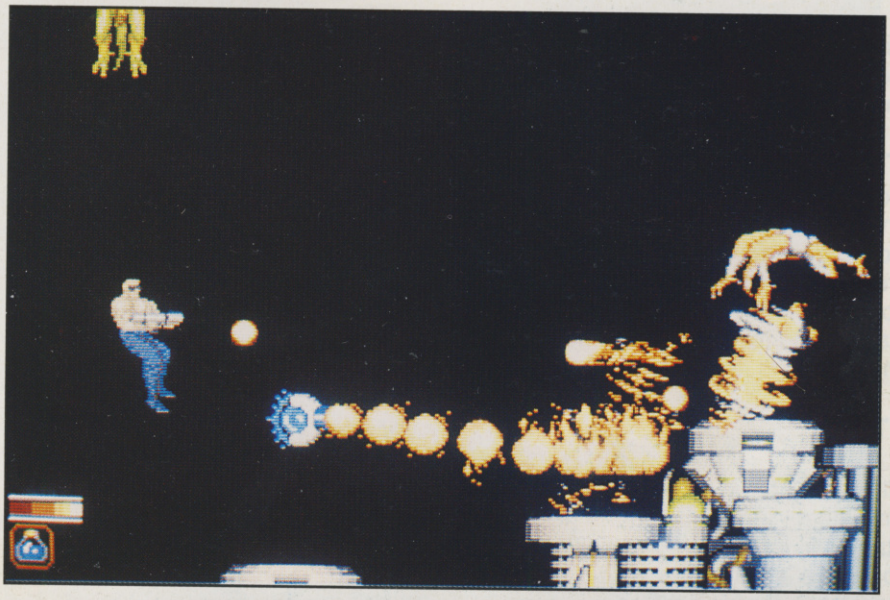
After dying you can restart the game on the level you were on by pressing A, B, C and START.

SUPER HANG ON

Tips from the Konami Kid and The Sega Mega Man

On the title screen, hold down A, B, C and START, and a menu screen appears which allows you to choose difficulty level, time, sounds and also lets change all the text to English. The password you get when you complete the game in original mode is:

5FF 3F546 F35 5 64
FFOSLPIMFJQNKS



ALTERED BEAST

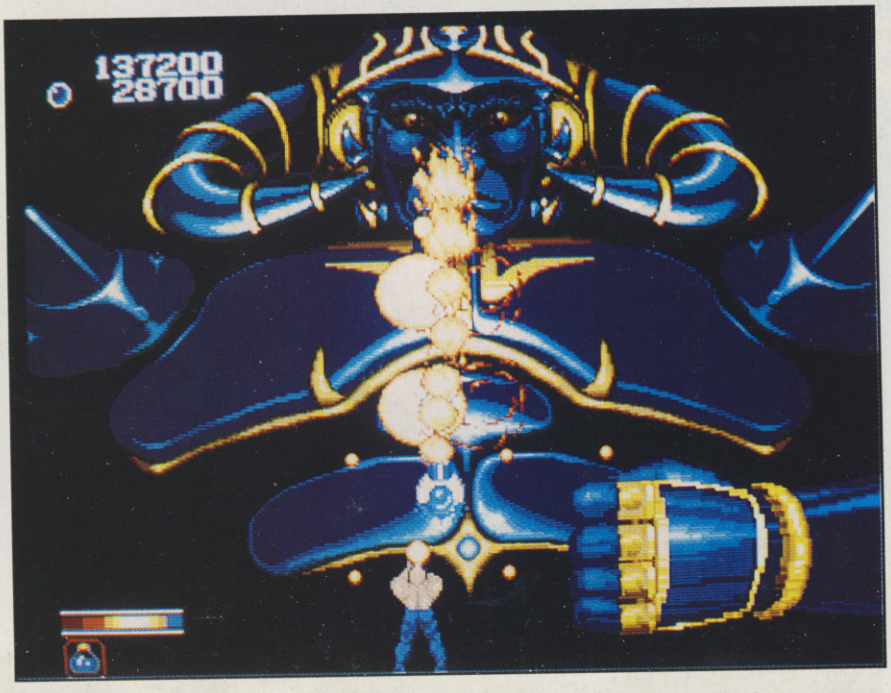
On the title screen, press B with the START button to access the options screen, where you can select difficulty, start level and the beast you want to play as.

FORGOTTEN WORLDS

For infinite continues, play in two player mode, then when either player dies press START two or three times.

THUNDER FORCE II

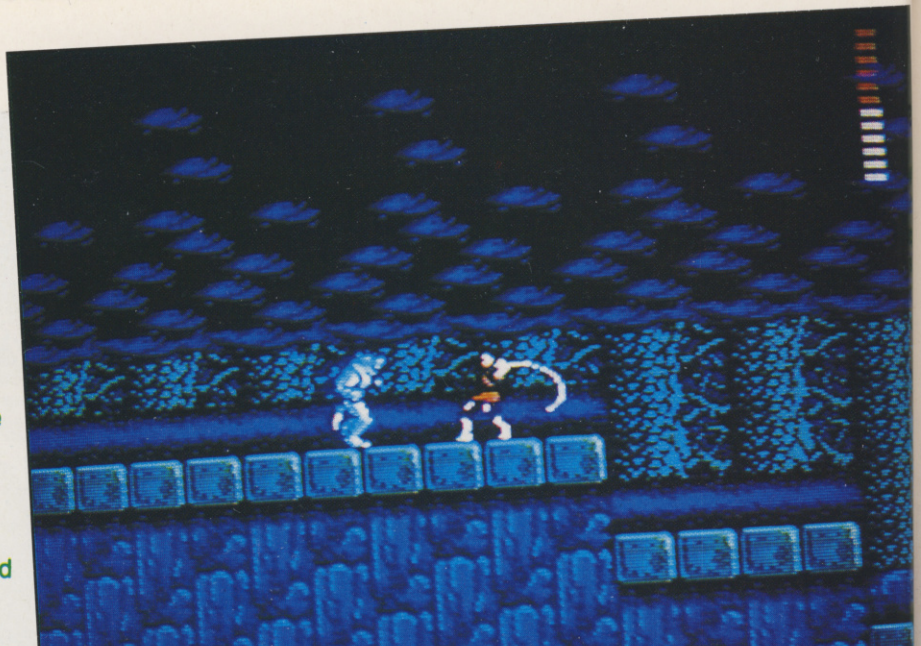
To access the options screen, press button A and START while the title page is on the screen.



TIPS

CASTLE VANIA

Tips from G Blui



STAGE ONE

Whip the end of the platform by the third wolf to get a blue money bag. Jump over the entrance to the castle for a special, glowing money bag.

STAGE TWO

Walk down the first flight of stairs and walk to the right then whip the wall twice. On the fishmen screen, keep walking to the right until the scrolling stops. Make your way to the lowest platform, then crouch down and a a glowing bag should appear on the left.

STAGE THREE

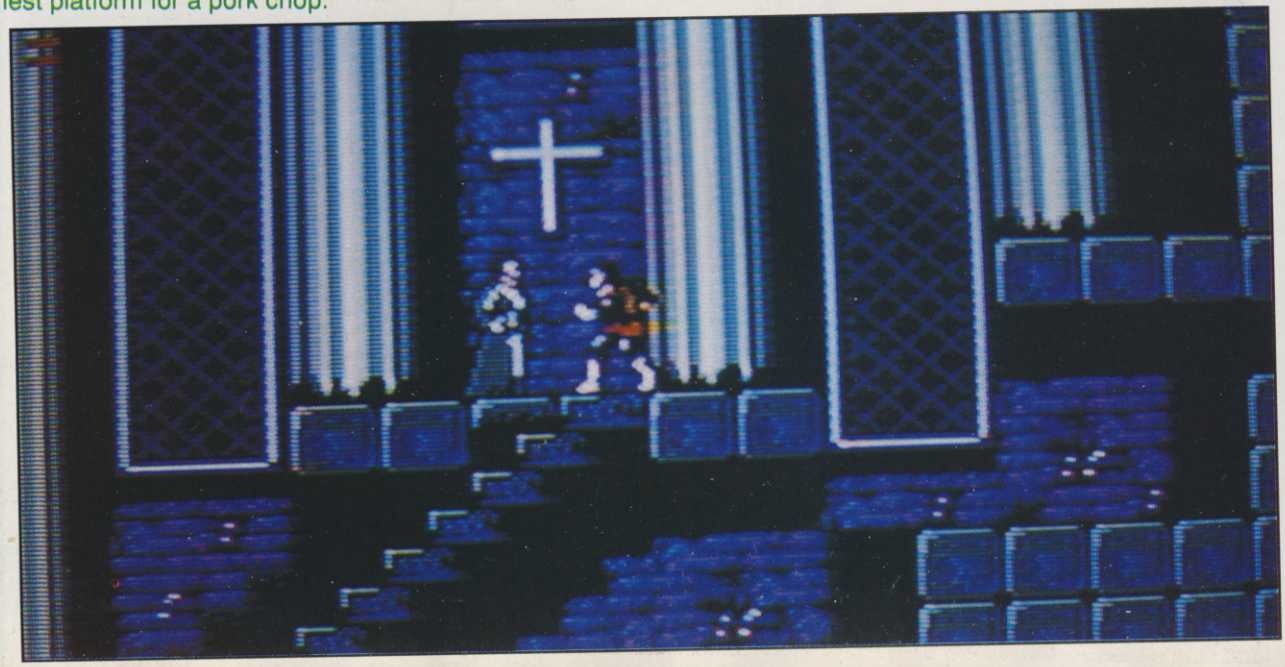
On the "Guardian Bat" screen, whip the lowest platform and a double shot icon will appear.

STAGE FOUR

Go up the steps and walk to the wall on the right then use the whip twice. Now move into the space you've just created and a crown appears at the bottom. On the second area of this stage, whip the wall above the knight's head for a double shot.

STAGE FIVE

Kill the knight on the left and then jump onto the small platform nearby. Stand still for a moment and a chest appears. On this stage's second area, go to the end where the three knights are standing and whip the highest platform for a pork chop.



STAGE SIX

Walk to the left until you fall off the first step, then whip to the right for a pork chop. As you're walking to the left, a flight of stairs appear. Whip the platform just beneath these stairs for a double shot.

STAGE SEVEN

Whip the platform by the second hunchback for a pork chop.

STAGE EIGHT

On the second area of this stage, look for the first three high windows and crouch under the second one to find a glowing money bag. On the mummy screen, whip the lowest platform on the left of the screen to get a pork chop.

STAGE TWELVE

Whip the block that the first and second skele-dragons come out of for a pork chop and a large heart.

STAGE THIRTEEN

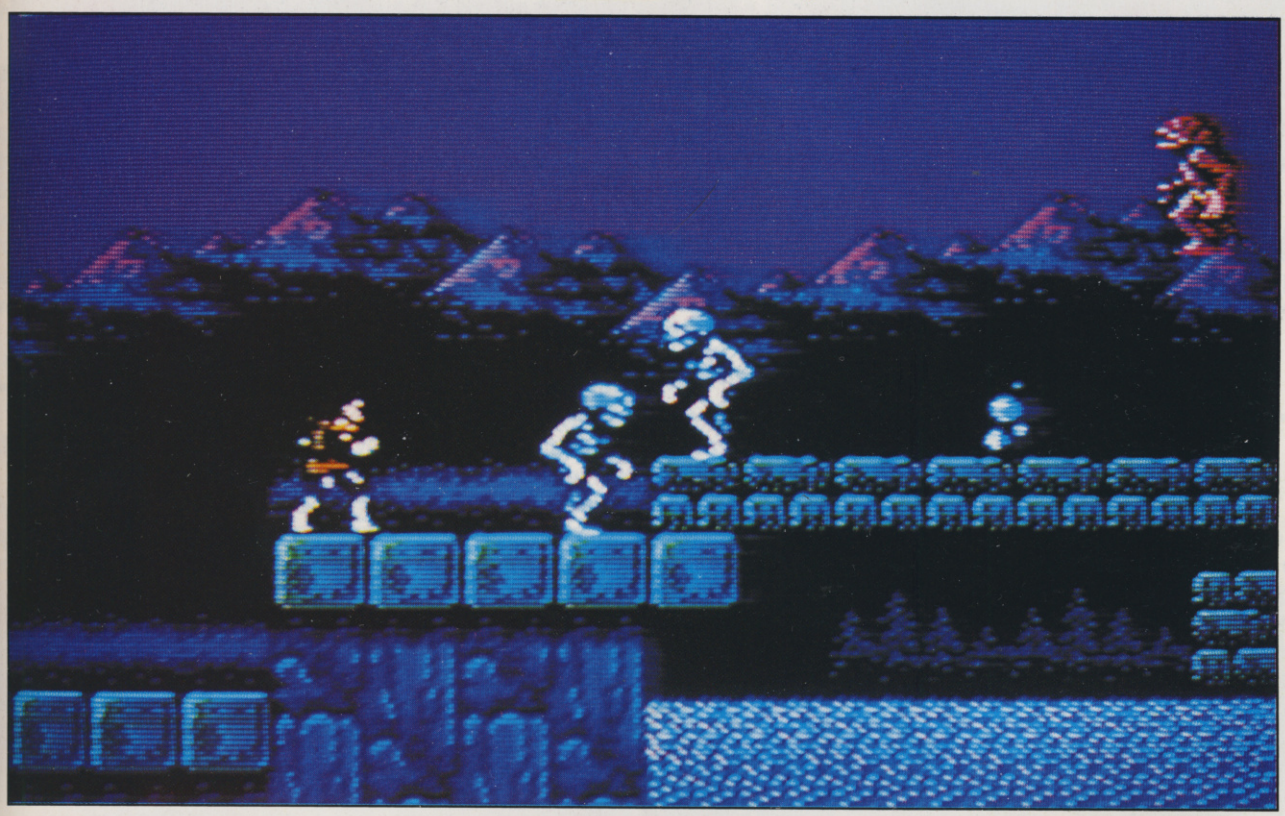
As soon as you come down the second steps after the two bone throwers in area two, jump up and whip for a double shot. Just before the entrance to stage fourteen whip the block beneath the first full-bodied skeleton backdrop to get a pork chop.

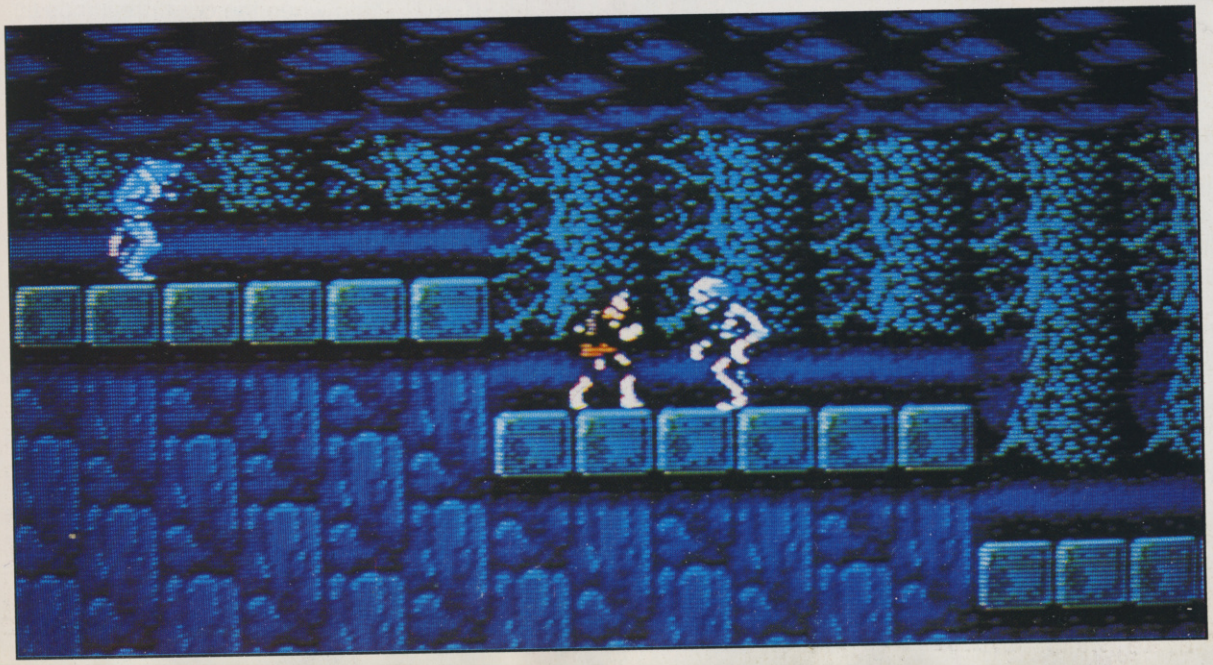
STAGE FIFTEEN

When you go up the steps to the top long platform. Keep walking to the right until you come to a wall, whip it twice for a chop.

STAGE SEVENTEEN

Keep walking to the left in area two of this stage, until you fall down. Fall to the right until you meet a wall and whip it twice for a pork chop. When you come down the steps in area three, jump to the right, onto the big cog, then go to the right side of it and crouch to get a glowing bag on the left corner platform. Keep going left in this stage until the scrolling stops, then whip the hanging wall on the right for a double shot.





MR HELI

Tips from Hayden Waring, Faversham

LEVEL ONE

SECTION ONE

Collect as much money as possible in the first part of this section, and go to the shop which sells energy. When the screen begins to scroll downwards buy the forcefield. This will protect you from enemy bullets and, if you are extra careful, you'll be able to keep the shield until you reach the end of level baddie. To destroy the nasty, shoot at his hand.

SECTION TWO

To defeat the crab-like creature at the end, shoot the eye from either the top-left or top-right corner of the screen. Do not attack from below, as the creature fires huge bullets which are difficult to avoid. Collect all the money when the creature is killed.

LEVEL TWO

SECTION ONE

Buy heat-seeking missiles and energy as the screen scrolls upwards. At the beginning of section one, shoot the blocks on the left-hand side to reveal a chamber full of crystals. When you reach the volcano section the last and largest volcano contains a chamber of crystals. Near the volcano is a small hole. Drop bombs into this to reveal the chamber. When you come to the moving rockbeds pick up the forcefield as this will protect you as you battle with the nasty at the end.

SECTION TWO

In order to destroy the globe-like creature, shoot from the right of the screen at its mouth until it gets very close to you, then land on the ground and continuously walk from one side of the screen to the other, dropping bombs as you do so - eventually the creature will die.

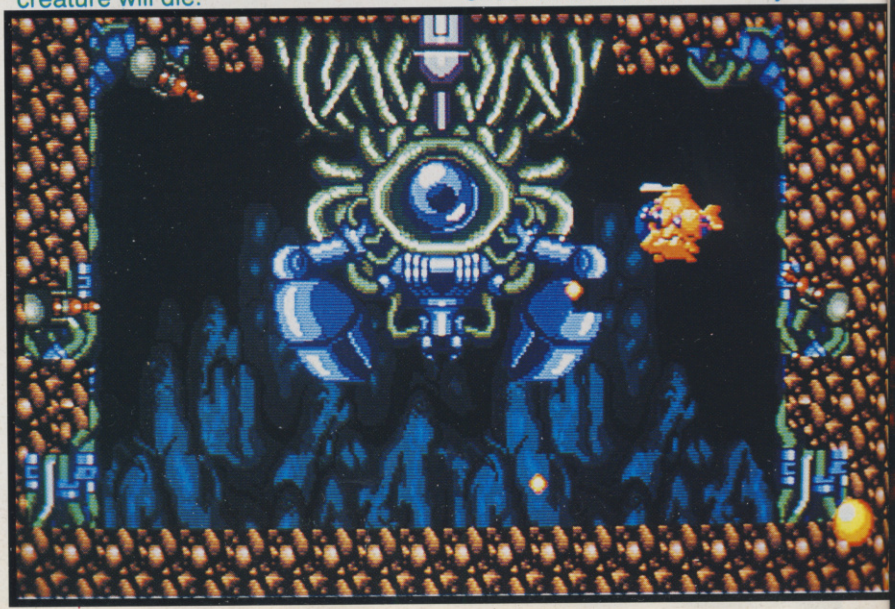
LEVEL THREE

SECTION ONE

Shoot at the creatures which emerge from the top and bottom of the screen (you must hit their eyes). They will then disappear and reveal several shops. Buy energy and lasers. To stop the baddie at the end, keep shooting and, at the same time, move up and down to avoid its bullets.

SECTION TWO

Buy lasers and energy. You should now have maximum laser power. To kill the creature that fires smaller versions of itself, land on the ground and when the creature jumps up, shoot at the mouth. Then fly to the



left-hand side of the screen, land and fire again at the mouth as it leaps into the air. Repeat this performance until it is destroyed.

LEVEL FOUR

SECTION ONE

Watch out for the falling log-wheels. When the screen scrolls upwards at the last part of section one, buy energy at the shop. To destroy the mouse-like creature, shoot from underneath, dodging its bullets as you do so.

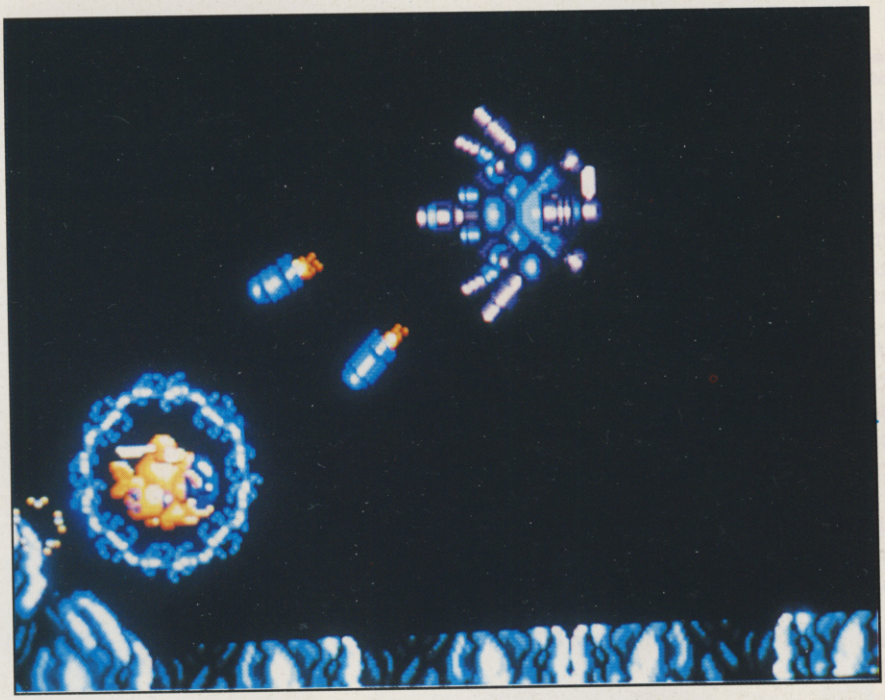
SECTION TWO

Ensure that you have full energy and, at the very least, twin lasers before you do battle with the guardian. As soon as you enter its chamber, shoot repeatedly at the eye, then land about eight or nine centimetres away from the monster. As it fires the rocks push up, shooting all the time. If you are close enough the lasers will hit the eye. Keep pushing up and down, avoiding the rocks and shooting.

LEVEL FIVE

SECTION ONE

Fly to the top of the horizontally scrolling screen, shooting the bat-like creatures. When the screen scrolls downwards make sure you buy energy. The creatures which fire laser strands from their mouths can be destroyed easily, but be careful not to get caught in the strands. Destroy the nasty by using the same method used in level three.



SECTION TWO

Destroy the huge insect creature which moves above you by shooting up at its mouth. Avoiding the green eggs which it drops, and do not get trapped between the two columns as the insect will attempt to drop an egg on you.

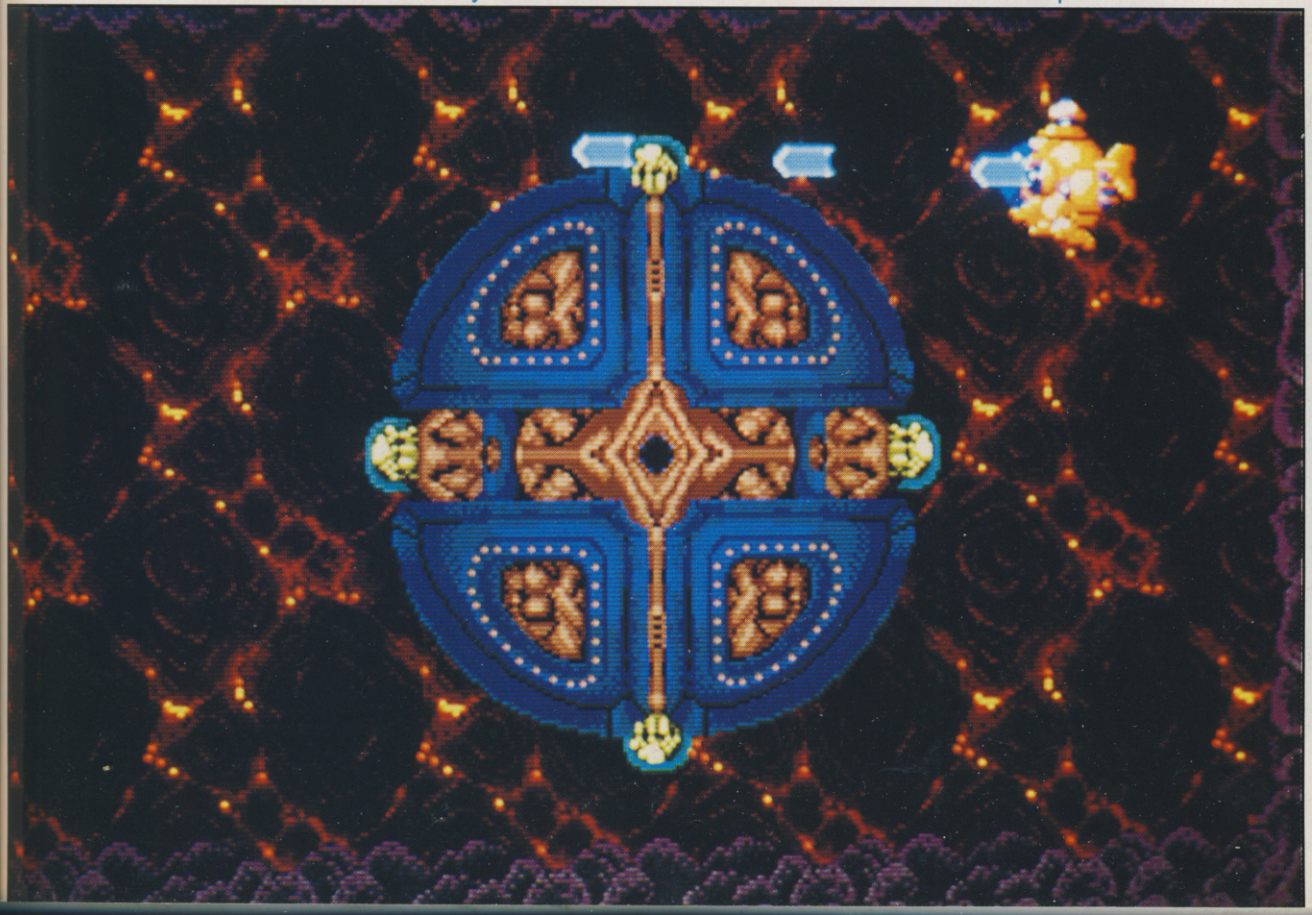
LEVEL SIX

SECTION ONE

The enemies in this section are larger than the rest and take quite a few hits to destroy. Buy energy and extra lasers wherever you can. Keep shooting the baddie at the end, and dodge the many weapons which it throws at you.

SECTION TWO

How to destroy the Muddy is a secret which you will have to find for yourself - after all, you've come this far with loads of help!



PC KID

Tips from Sean McPartlin, Muswell Hill

Try to use the flying head dive all the time, as it kills the creatures much quicker and is much more powerful than normal headbutts.

When you kill any creature, you will notice that they fly into the air. As they fall back down, stand beneath them and jump - you get points each time you hit them.

Headbutt everything in sight - ground, walls, the lot - as there are loads of hidden objects, rooms, etc.

You will notice that at certain times after you have headbutted the ground, you will be hitting something which you cannot see. Jump and somersault, making sure you land on your head, and a small plant appears which, if collected, awards you with an extra life.

LEVEL ONE

To get into the Dinosaur, stand on his head, jump up and somersault, landing on your head - he'll open his mouth and let you in. There are two extra lives on this level; one is situated in a little tunnel above the red water, so keep surfacing to find it. The second is hidden - when you reach the skull lift, jump on top of it then leap into the green skin of the Dinosaur - you'll find that elusive life here!

END OF LEVEL GUARDIAN

Simply jump into the air and keep head-diving onto his bonce until he dies.

LEVEL TWO

On the cloud screen, you will notice a tree above you. To get to it, go forward until you find a cloud travelling in the opposite direction, jump onto it and go back over to the tree. There you will find an extra life and a leg of meat. There is another life at the end of the level; a funny-looking plant flies around the screen. Grab it and it will turn into a bonus-life plant. There is also a heart in one of the yellow plants.

END OF LEVEL GUARDIAN

Stand on the smallest column to the left and wait for the two baddies to come towards you. Dive onto their heads until one is dead, then go back to the column and wait for the other one to come near, then do the same as with the first one. You have to be quick as he keeps disappearing (he will always be in reach if you stand on the column).

LEVEL THREE

Dead simple - just charge through to the end.

END OF LEVEL GUARDIAN

Don't touch the gorilla's arms as they have long spikes on them! When he forms an ice-ball in his hand, run toward him and, as soon as he is about to throw it, jump diagonally and head-dive onto him. The ball will miss and you will hit him - do this sixteen times to kill him.

LEVEL FOUR

When you reach the trees, headbutt one of them to make it walk. Jump onto it and then get killed, making sure that you die while still on top of the tree. Now, instead of pressing RUN to bring your next Kid into play, wait until the tree has walked across the screen, passing all the enemies, then when you reach the skull, press RUN to use your next life, jump off the tree and get into the lift.

END OF LEVEL GUARDIAN

Use the same tactic as the first guardian, but make sure you don't get hit by the boxing gloves which he throws at you.

LEVEL FIVE

Most plants will harm you if touched, so don't bother with any of them. Try entering all of the huts as they usually contain extra lives and hearts. Hidden rooms are easy to find as they stand out from under the walls. When standing on the bone escalators (the ones beside the brick walls), try headbutting the walls as they contain hidden rooms. You need to take at least six skull lifts before reaching the top of the castle. When you reach the waterfall, try pushing in while climbing to find hidden rooms. There is a hidden plant on one of the ledges as well.

When you reach the top of the last level, you must face SIX guardians! The first four are similar to the ones you have encountered already, so use the tactics which you have learned.
While going through the tunnels to meet each guardian, try jumping and hitting the ceiling with your head to find extra lives, hearts and fruit.

Once you have dealt with that lot, you then enter the horror chamber itself, where a female dinosaur sets her nice car onto you. The car hops around the screen, throwing everything at you - rockets, boxing gloves, bubbles and so on. At the front of the car is a small aerial; keep firing at it until the car explodes. When that happens, the dinosaur comes out of the spell she had been under and, after a few words, you both fly off.

However, you're intercepted by a huge dinosaur along the way, who throws things at you in an attempt to stop you in your tracks. Hit him around the face whilst dodging the missiles, and keep moving so that he doesn't land on top of you. Once he is dead, the crown which he was wearing lands on the bonce of your female companion, who will give you a kiss. Ahhh. Now sit back and view the cute closing screen!

MIKE TYSON'S PUNCH OUT!!!

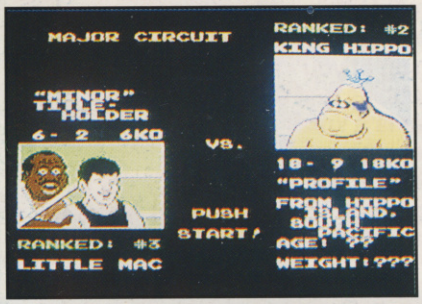
Tips from Cam Luong of Macclesfield, Tristan Churchward of Chelmsford and G Davis of South Wirral

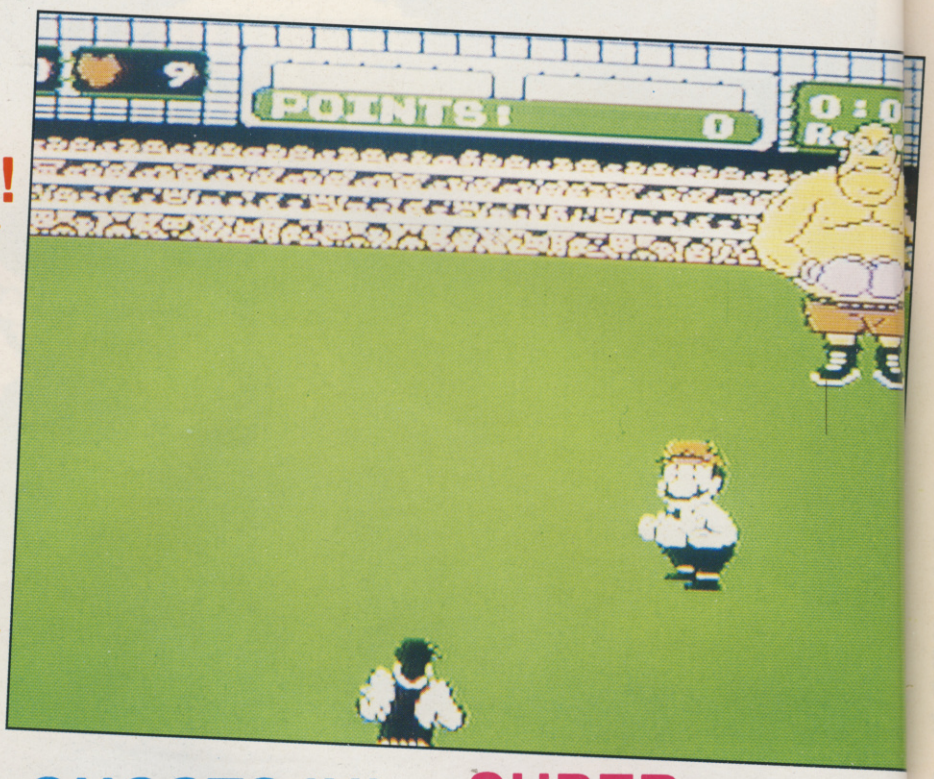
If a star appears above your opponent's head after you've hit him, follow up quickly with an uppercut (START button).
Press.SELECT during the between-rounds dialogue to start the next round with extra power.

To beat Don Flamengo, let him take a swing at you then quickly throw alternate left and right punches to his face.

To beat King Hippo, let him take a punch at you, then quickly retaliate with a punch to the stomach. You only have to knock him down once and he's out for the count.
To fight in "ANOTHER WORLD CIRCUIT" use this code:

135 792 4680.





GHOSTS 'N' GOBLINS

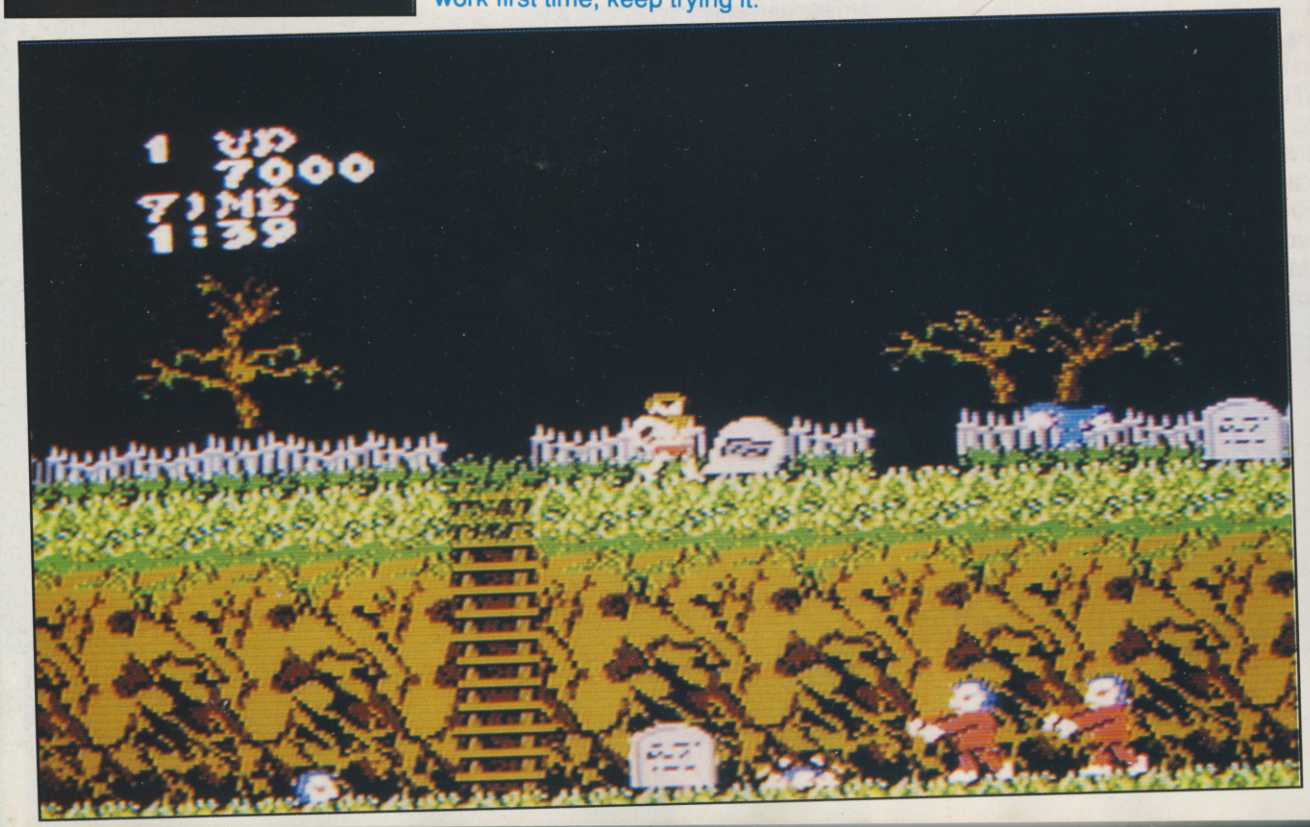
Tips from Tristan Churchward from Chelmsford

Before the game starts, hold down RIGHT and press the B button three times. Then press and release UP, and press B three times. Then press and release LEFT and press B three more times. And finally press DOWN and press B a further three times. Now press START and you can choose the start level. If this doesn't work first time, keep trying it.

SUPER MARIO BROTHERS

Tips from Tristan Churchward of Chelmsford

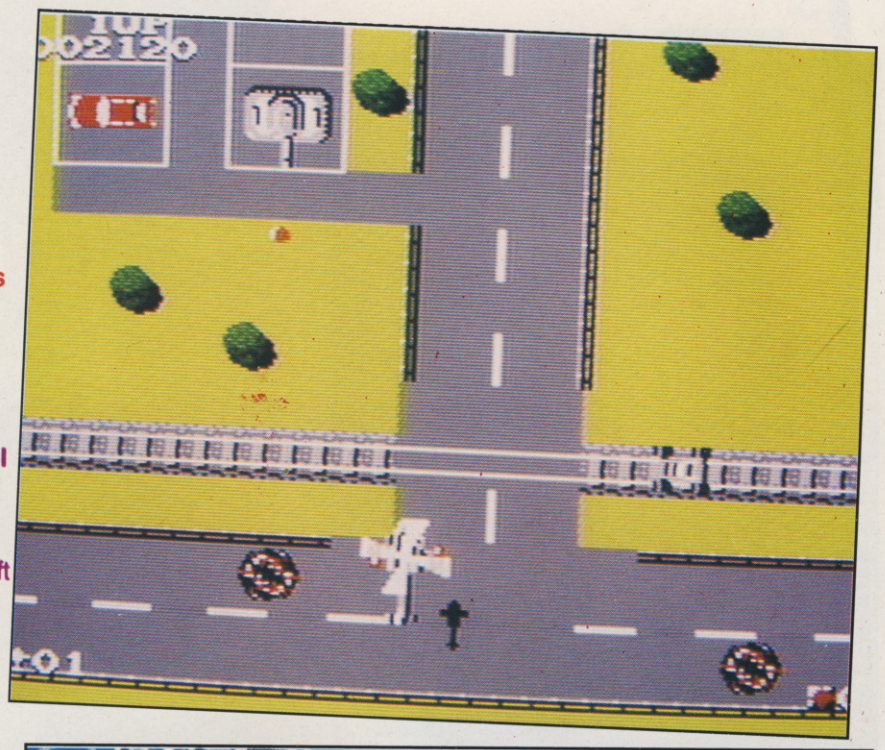
An easy way to earn a quick 20,000 points and possibly an extra life as well is to jump on the Koopa Troopa at the start of World 5-1. Kick it to the right then follow it, and as it knocks monsters out of the way you will score heaps of points.



LIFE FORCE

Tip from G Davis of South Wirral and Omar Mukhttar of KSA

On the title screen push UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, B then A. Now press START to start the game with 30 spaceships.



TIGER HELI

Tips from G Davis of South Wirral

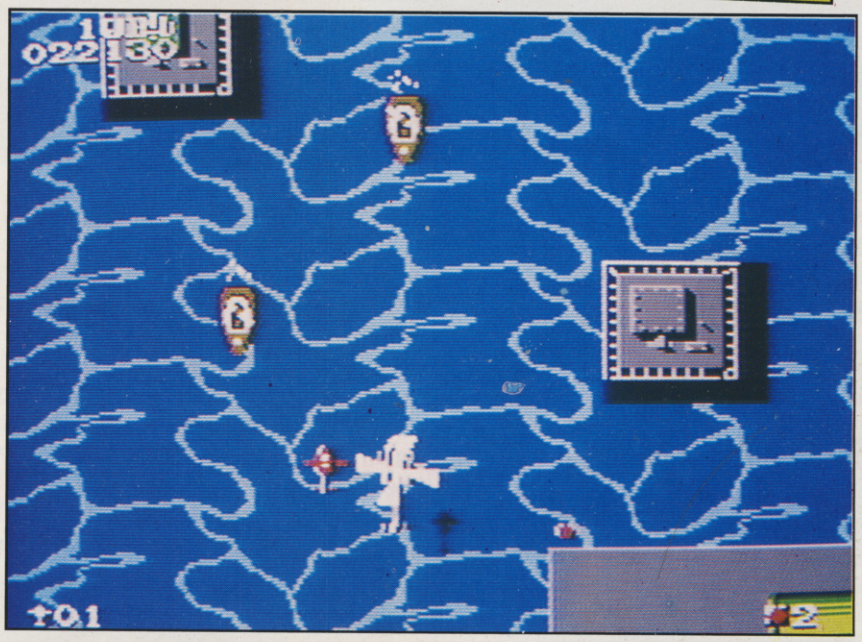
As soon as you lose your last life, hold down the A and B buttons and you will continue from where you left off with three more lives.

ROBO WARRIOR

Tips from G Davis of South Wirral

To complete level 1-1, you must find the chalice which is just beyond the Well of Hope.

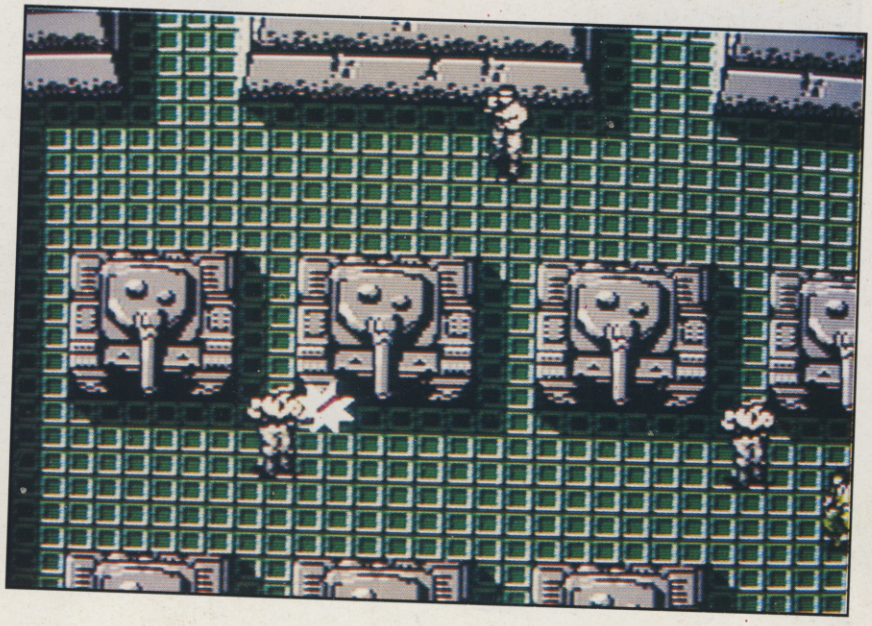
Level 2-2 is totally dark so make sure you have the lantern from the Room of Idols in 2-1, or a good supply of candles before you enter. You will also need a raft, but there are several hidden near the water. Defeating Xur is no more difficult than defeating any of his fellow Xantho Lords as long as you have two energy packs. Run up to him, lay a bomb then run away before it explodes.



METAL GEAR

Tips from G Davis of South Wirral

As soon as you enter the room containing the super computer, press DOWN and RIGHT to leave and you'll find yourself in the final room facing the leader. That way you can bypass destroying the computer.



GRADIUS

Tips from Tristan Churchward of Chelmsford

To activate the continue mode, start the game and pause it. Now press DOWN, UP, B, A, B, A, B, A, START and you can now continue from where you died.

GUN SMOKE

Tips from Tristan Churchward of Chelmsford

To get the WANTED posters listen to the sound of your gunfire. If it sounds like your hitting something and nothing appears, keep shooting until something does.
To get a machine gun, when the title screen appears, press A four times, followed by SELECT four times, then RIGHT twice and then START.

MACH RIDER

Tips from Tristan Churchward of Chelmsford

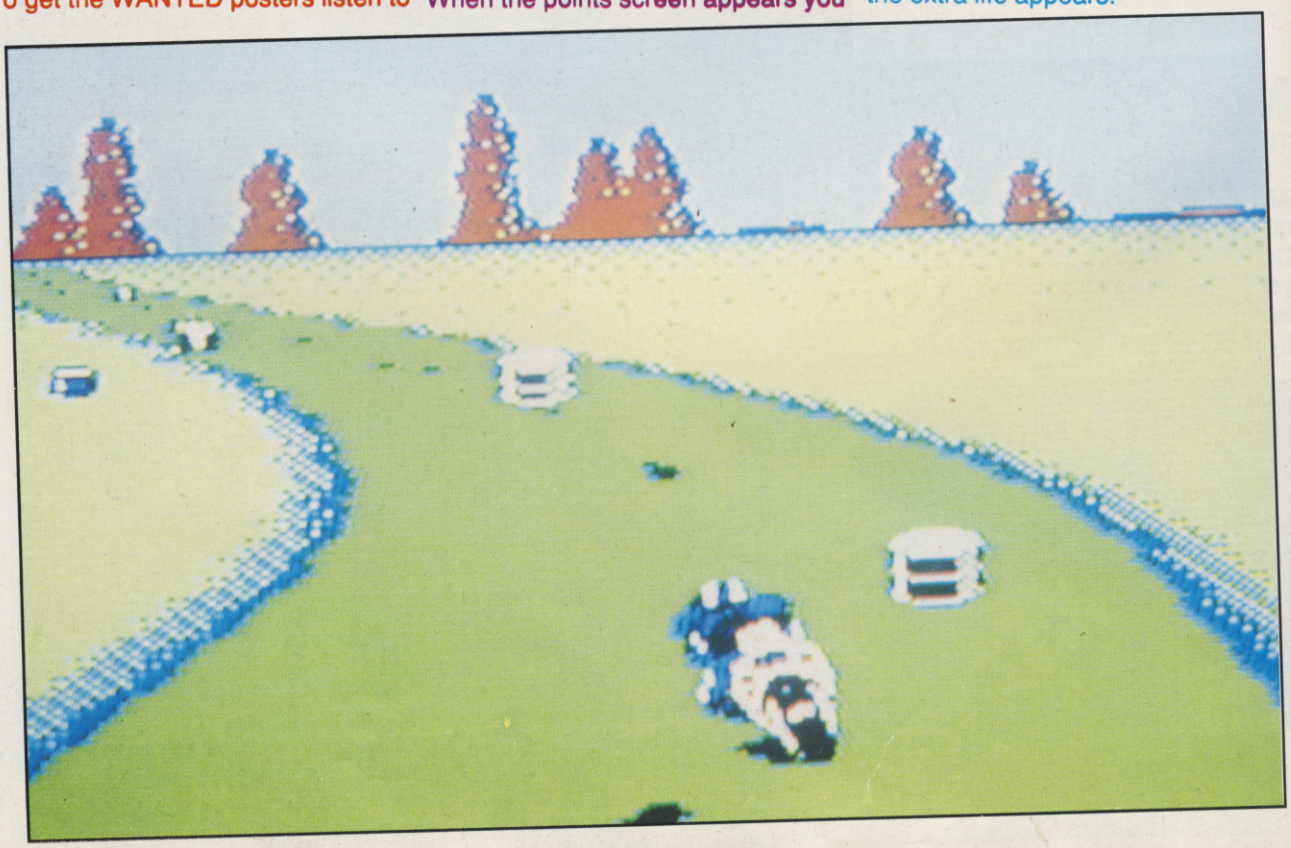
Play in mode two, then just as your time is about to run out, kill yourself. When the points screen appears you will have full ammo and a big points bonus.

TROJAN

Tips from Tristan Churchward of Chelmsford

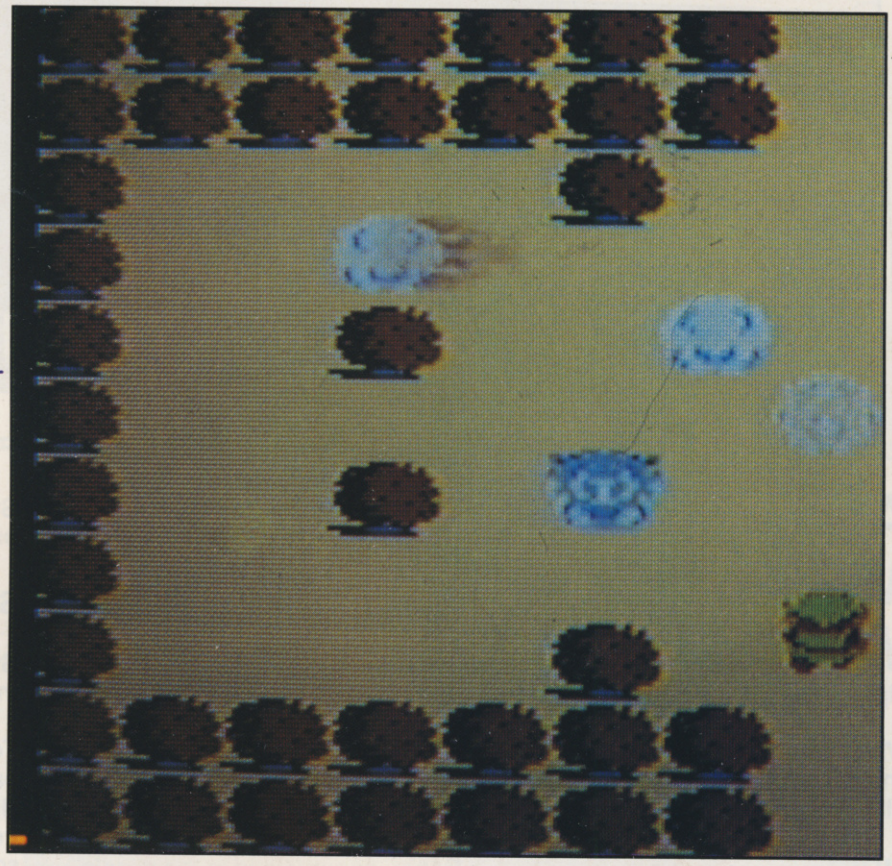
When you die, press UP and START and you will begin the game on the stage where you died.

To collect the extra life on the second part of stage two, go to the end of the lake and start swinging your sword in mid-air. When you hit the right spot, the extra life appears.



THE LEGEND OF ZELDA

Tips from Cam Luong of Macclesfield, M Oxley of Barnsley



At the start of the game, enter your name as Zelda to begin on the second quest (it's the same as the first, only tougher).

Push on all the tombstones in the graveyard. One of them hides the entrance to a secret cave.

If a bubble steals your sword, blow your whistle and the game will stop for a moment. When it resumes you will get your sword back.

Some of the rooms in the labyrinths have hidden doors, so if your stuck, try pressing the middle of each wall you might find one.

After giving Goriya your bait press the select button quickly then hit up and the A button. You should defeat Goriya and the bait will still be in your inventory.

TO DEFEAT THE BOSS MONSTERS:

LEVEL ONE

If you've found the magic shield, use it now. The guardian shoots in three directions but he's slow. To kill him, make sure your life meter is topped up, then throw your sword at him.

LEVEL TWO

Your sword has no effect on this creature, so you need to feed him two bombs.

LEVEL THREE

Your shield can't block the beams of this monster, so concentrate on planting bombs in its centre.

LEVEL FOUR

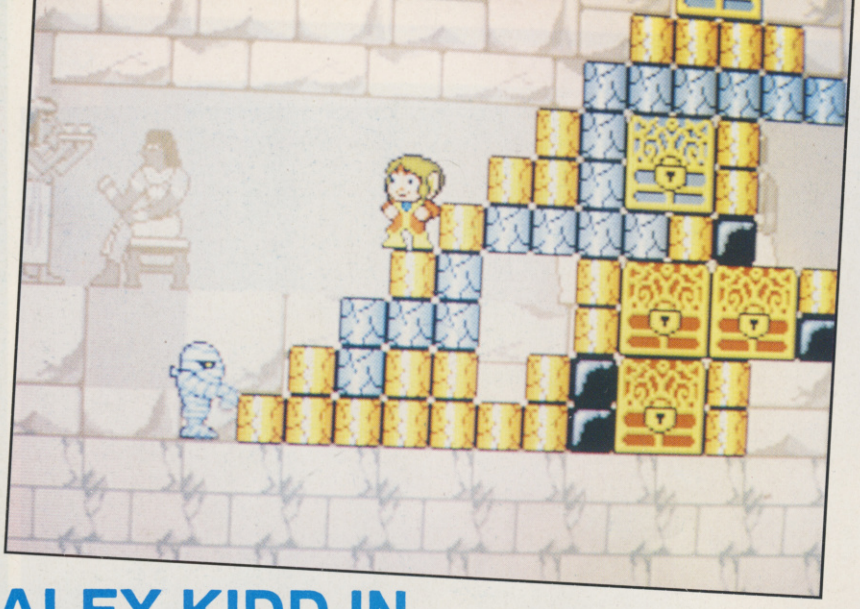
Only the wand or the sword are effective on the double-headed dragon, so give it all you've got.

LEVEL FIVE

First destroy the creature's body, then stun him with the boomerang. You should now have no problems finishing him off.

LEVEL SIX

The crab's shell is impervious to attack, so shoot him in the eye with an arrow.



ALEX KIDD IN MIRACLE WORLD

Tips from Barry Atkinson, Basildon

When you meet the henchmen at the end of the game, use these codes to kill them.

FIRST

Stone, scissors

SECOND

Scissors, paper

THIRD

Stone, scissors

FOURTH

Paper, paper (stand in the middle when the head comes towards you, and punch it three times)

FIFTH

Stone, stone (Do the same as above, but jump the bullets)

SIXTH

Stone, scissors (Go to the far left of the screen and punch his head)

To defeat Janken the Great, use paper and paper.
Hit all the pink stones in the castle to free your brother. Then go down a screen, left a screen, and up a screen to find the letter (it will be in the top left corner).

On
with
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6 9
3 2

If yo
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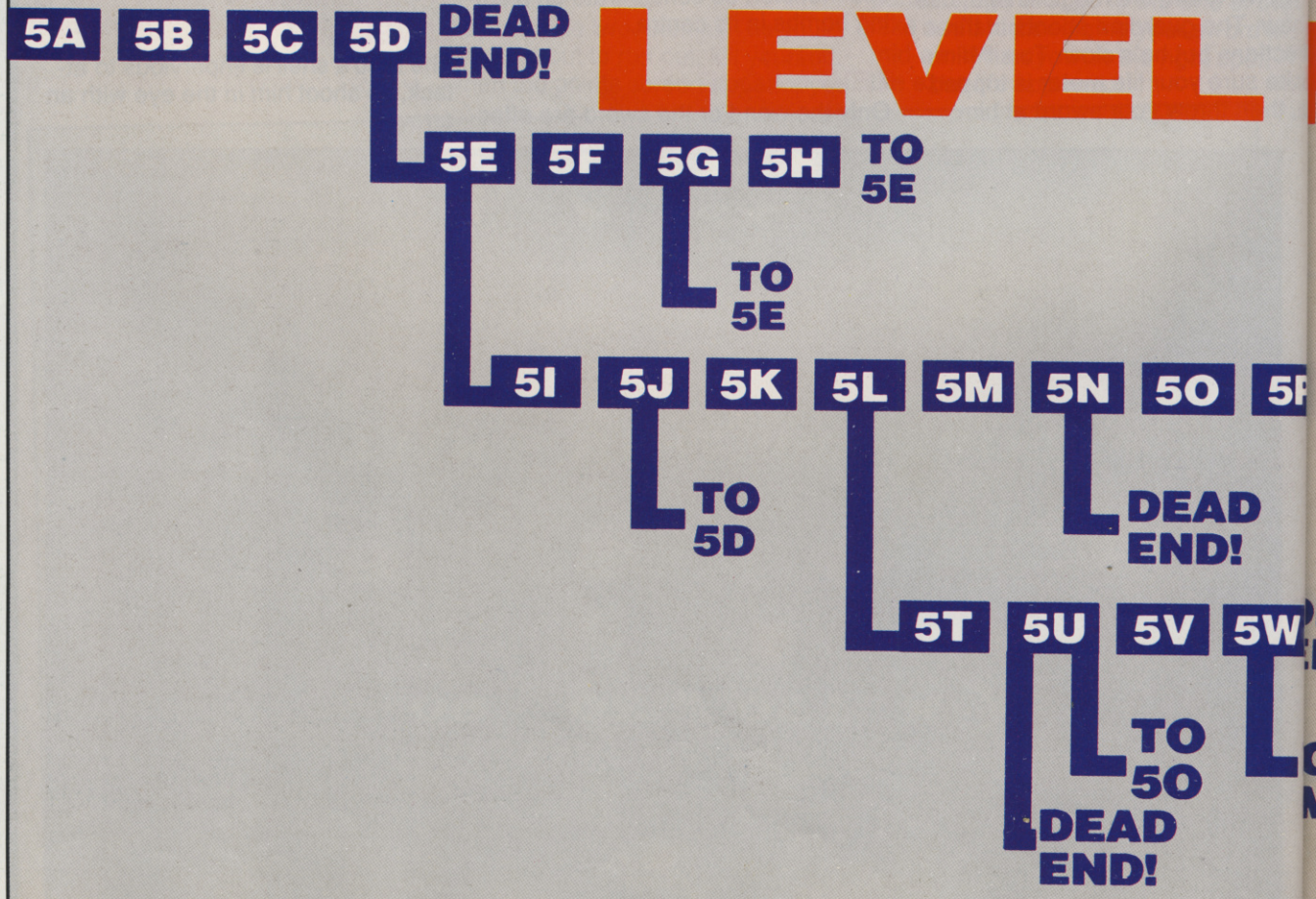
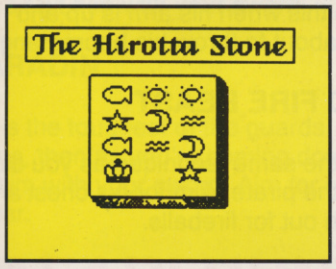
LEGENDARY A LEVEL F

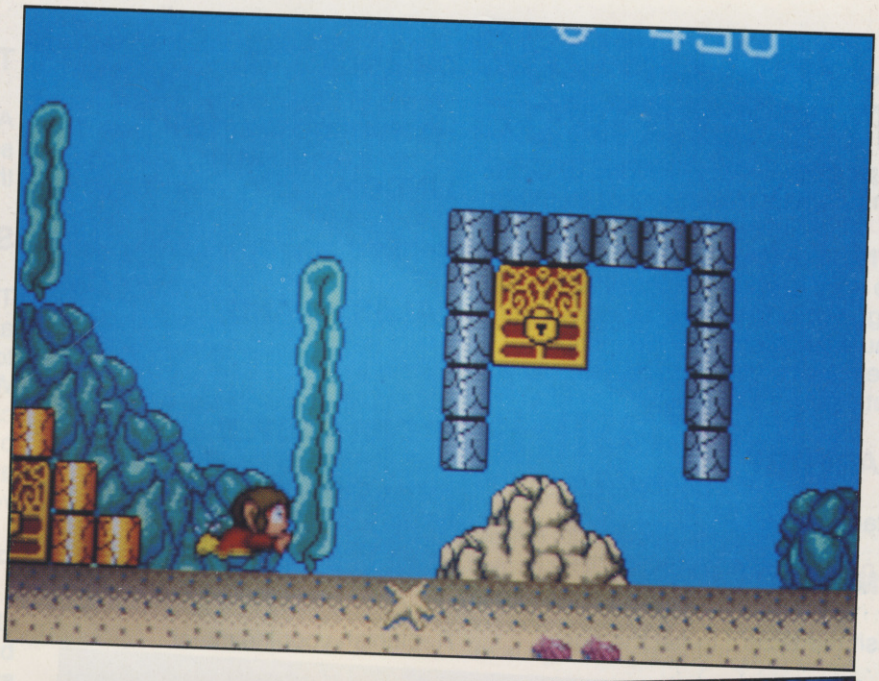


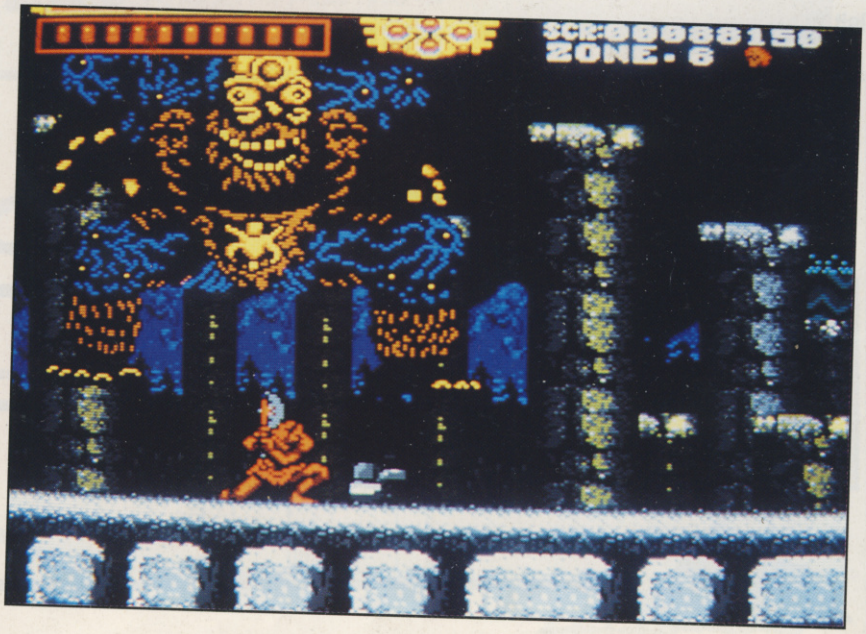
On the last level, there's a screen with five code boxes. This is the code you need.

695810
32147

If you were unable to find the letter, the Hirotta Stone looks like this:







AXE FIVE

5P 5Q 5R 5S THE END

TO 5Q

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LORD OF THE SWORD

Tips from Nathan Wilkins of Calne and James Woodcock of Benfleet

When in a town or village you should be sure to enter the following buildings five or six times, as every time you enter them your life meter increases slightly and you occasionally get useful messages.

HARFOOT

Starting village

AMON

Visit the wizard to get the book

ULMO FOREST

Talk to the tree several times

AMON

Visit the wizard again

NAMO FOREST

Kill the Tree Spirit to get the leaf

CRAM BOG

Kill the Swamp Spirit

ITHILE

Receive the Bow of Bravery

AMON

Visit the wizard again

DWARLE

Replenish your life meter

LINDON

Replenish your life meter

FALAS ISLAND

Kill the pirate

ELDER CASTLE

Kill the Castle Bodyguards to get the herbs

LINDON

Replenish your life meter

DWARLE

Replenish your life meter

MOUNT MORGOS

Kill the fire creater and destroy the book

AMON

Visit the wizard and receive a sword After you have killed all five bodyguards at Elder Castle you'll receive a special message. You will then venture on to other locations, such as Pharazon, Varlen Castle, Thorbes and Mount Ozgul (not necessarily in that order). Be sure to take note of any special messages.

DEFEATING YOUR ENEMIES

TREE SPIRITS

Attack the spirit on the left side of the screen. Concentrated attacking with the sword works best

SWAMP SPIRIT

The Swamp Spirit is accompanied by a red and black Ninja, and you have to fight each with alternate blows. When the Swamp Spirit opens his cape, fire arrows at the round mirror on his chest. To kill his mate, the red and black Ninja, stand up and use your sword.

PIRATE

Use your sword on the pirate's chest, but be sure to give him a full standing swing, not just short stabs. It's best to do this when his arm is up and he's about to throw his boomerang.

RED FIRE BEAST

Use the same technique as you did with the pirate. Aim for his chest and watch out for fireballs.

MEDUSA

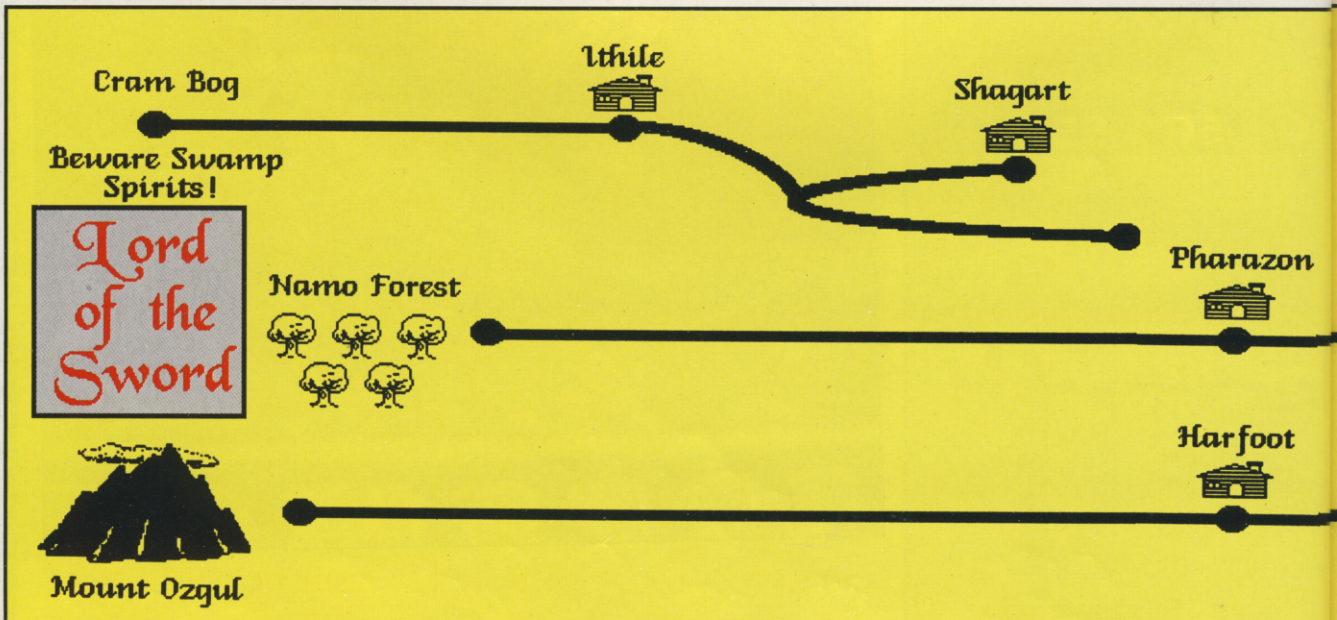
Do not try fighting Medusa until you have the herbs.

THE CASTLE GUARDS

After killing one guard your life is replenished automatically.

THE RIPPER

Duelling with this guard is a waste of time and energy. Give him non-stop, standing, sword blows to the body.



STONE HAMMER

Again, when he gets close to you, use non-stop sword blows to the body. As he walks away, use your bow and keep firing. Watch out for his hammer!

DARK SUMA

He wears your energy down by kicking you. The best thing to do is to corner him on the left so that he is almost completely off the screen, then attack him with your sword while standing.

COURT JESTER

He spins towards you, throwing balls. Dodge the balls and keep out of his way, but as soon as you he jumps in the air hit him with your sword.

PARADIN

He is the toughest of the guards. Jump, then as you're coming down hit him with your sword. Aim for his spear.

SAFARI HUNT

Tips from Trevor Clarke, Birmingham

You can earn extra points by shooting the animals more than once. Plug in a rapid fire unit for a mega score!

SECRET COMMAND

Tips from Trevor Clarke of Birmingham and Richard and Simon Robinson of Powys

If both players die while playing the two player game, hold down the two joypad buttons and continually press LEFT then RIGHT until a continue option appears. This works any time after level three.

RAMBO III

Tips from Richard and Simon Robinson of Powys

If you have a rapid fire unit, plug it in, then when you run out of bullets, you will still be able to fire as normal.
When you reach the boss at the end of level D, keep firing into the middle of the screen and throw a grenade at the mini helicopters. You should be able to finish the level easily.

GHOST BUSTERS

Tips from D Nye of Bracknell

Want to start the game with heaps of cash? Enter your initials as D.N, then enter the code as...

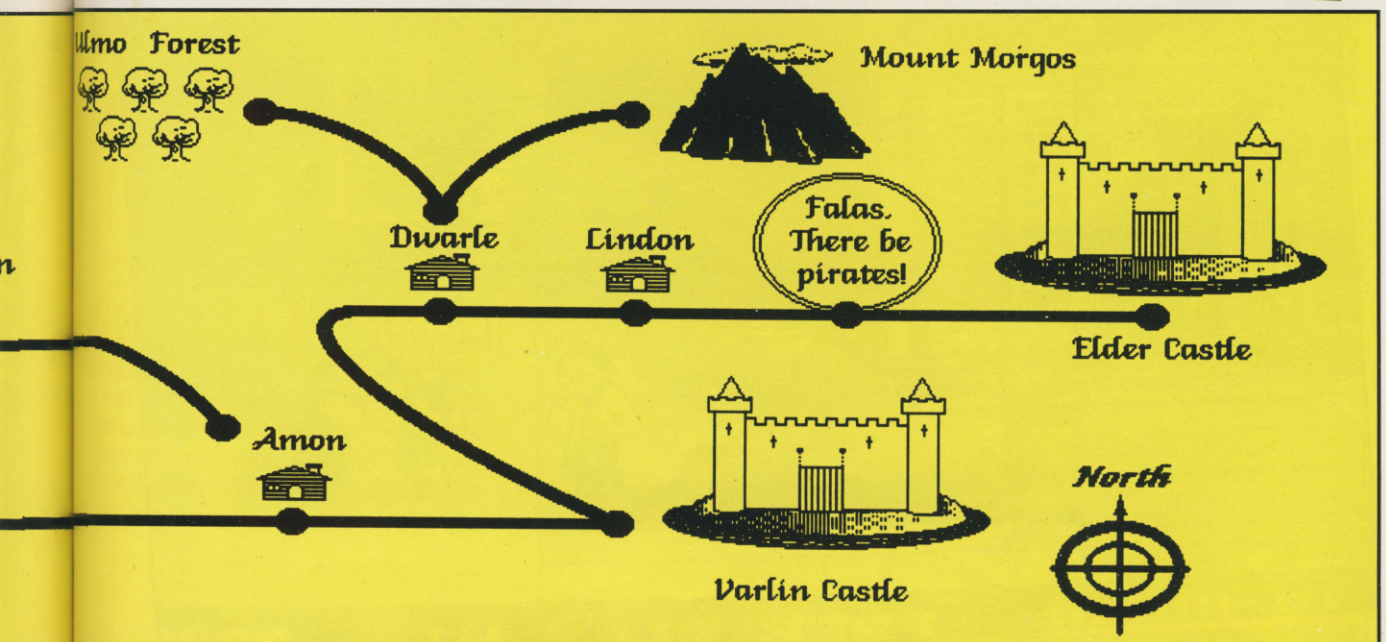
3158279632

You should now have $50,600.

SHINOBI

Tips from D Nye of Bracknell

On the title screen, then press the joypad DOWN and push button two, to make the round select appear. You can now select your starting level by "rotating" the joypad.



CHOPLIFTER

Tips from D Nye of Bracknell

Once the game has loaded, push UP, DOWN, LEFT, RIGHT and BUTTON TWO. Repeat the procedure and the round select menu will appear.

SPACE HARRIER

Tips from Jamie Morse, Bath

This doesn't always work, but when it does it's amazing. First switch off the PC Engine with the Space Harrier card in it, then quickly switch it off and on three times. If you're lucky, the screen splits into four smaller ones and the game speeds up as well!

DOUBLE DRAGON

Tips from D Nye of Bracknell

At the start of the last level, walk up to the door and do 40 jumping roundhouse kicks. You will now have loads of credits.

QUARTET

Tips from Stuart Elliot of High Wycombe

To start the game with a wider shot, press the PAUSE button fourteen times on the title screen, then start the game.

BLOODY WOLF

Tips from Sean McPartlin of Muswell Hill and Jamie Morse of Bath

On the title screen, press and release these buttons in the following order: II, I, I, II, I, II, II, I. Now press up to go to stage one, diagonal up and right for stage two, right for stage three, right and down for stage four, down for stage five, down and left for stage six, left for stage seven and diagonal for stage eight.

You can also select infinite continues by pushing UP, then followed by button I, DOWN, II, LEFT, I, RIGHT, II. If you've done it correctly you should hear a sound.

END OF LEVEL BADDIES

SHOTGUN MAN

Dodge his bullets and shoot him. When the robots arrive, stand close to them and stab them, thus allowing your shots to reach the nutter with the gun.

SUBMARINE

Shoot at the machine gun, as its bullets always miss you.

FLAME THROWER FREAK

Always shoot at him from a diagonal position.

HELICOPTER

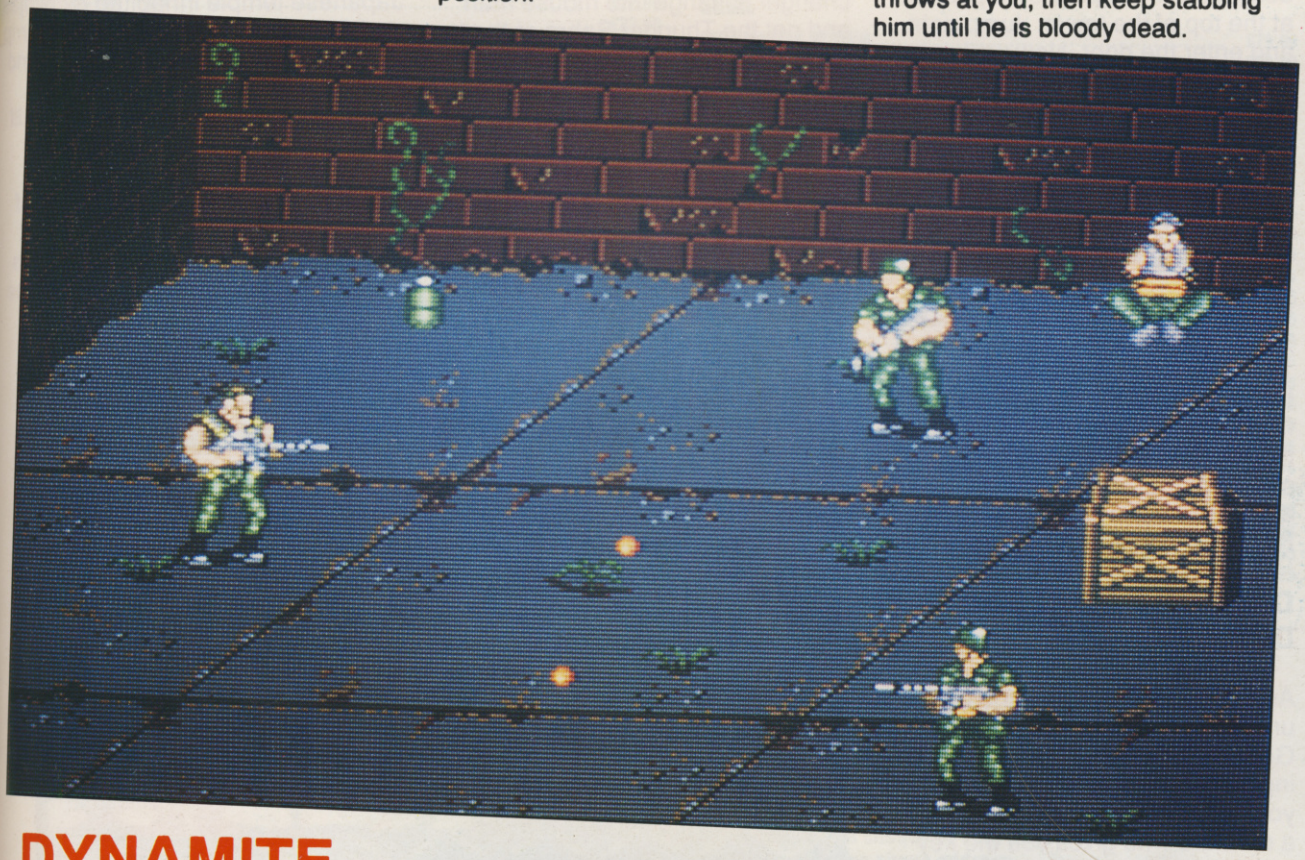
Jump away when it fires rockets at you and keep shooting when it doesn't.

SNIPER

He blocks everything you throw at him, then decides to blow you to kingdom come. When he fires at you, you need to jump when you hear the jingling sound. The guardian should then jump across the bridge, over your head and land facing opposite you. Let him have it when in this position - you'll need to do this a few times before he dies.

BLOODY WOLF

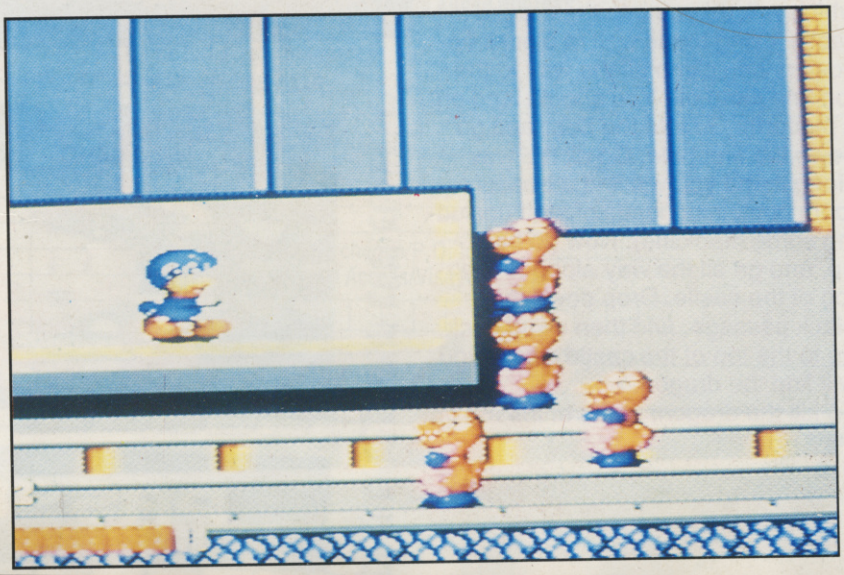
Use your knife to block the blades he throws at you, then keep stabbing him until he is bloody dead.



DYNAMITE DUX

Tips from Stuart Elliot of High Wycombe

Try to memorise the positions of each road block. Then before they appear on the screen move to the top of the screen to make the road block appear at the bottom, and vice versa. This way, you can open up previously unexplored parts of the game.



WONDERBOY III

Tips from Alan Paterson of Kirknewton

FINDING AND SLAYING THE DRAGONS

DRAGON ONE - MUMMY DRAGON

To reach this dragon you need the key which is found at the end of the Paradise section. Once you have it, go to the tower and enter the top door. You will appear on a platform at the top of the tower. Jump right and enter the door. Now walk left until you reach the two drain pipes and fall down the first one. Now proceed to the top of the pyramid, buying extra health at the hospital if necessary. When you reach the top, use the key to open the door, then go left. Keep walking and you will come to a dead end, but keep going and you will drop down an invisible gap which leads to the dragon.
To kill the dragon, stay on the left of the screen, facing right. When he flies from the right of the screen to the left, wait until he reaches the middle of the screen, then jump, fire at his face three times and duck. Keep doing this until he dies.

DRAGON TWO - ZOMBIE DRAGON

As mouse man, go past the tower until you see some mouse blocks. Go over them and continue left, killing all the baddies as you go. When you reach the end, you should meet a creature who gives you the key which will get you into the dragon's castle. Cling to the wall of blocks opposite, then climb all the way to the top and jump off. You should land on a platform. Go into the door and go down the first hole. Go all the way along it and you will find a treasure room containing loads of stuff (including some medicine). Now go back up, and go all the way along to the top of the castle. Drop down the black passage, and then climb back up to the top of the castle where you will find the dragon.
To kill the dragon, stand at the left of the screen and jump when it reaches the left of the screen. Then run a few steps to the right and hit the dragon in the face. Repeat this until he dies.

DRAGON FOUR - PIRATE DRAGON

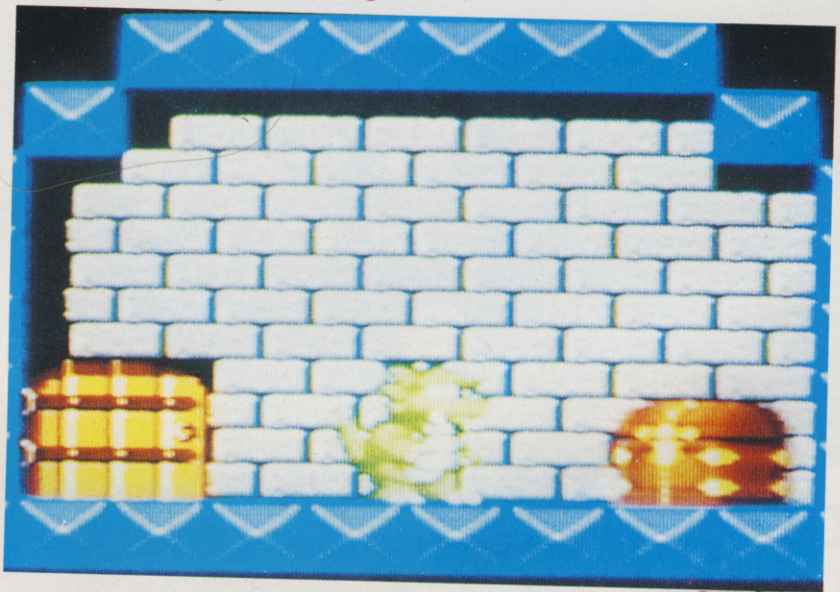
First you'll need the Thunder Sabre which is found at the same level as the Mummy Dragon. This time, when you appear in the desert, go right instead. The trip across the desert is very tiring, so take care and go slowly until you reach the shop. Enter the shop and buy the dragon mail. Put the dragon mail on and continue to the far end of the desert. Go through the door and swim over the wall, then go through the next door. Try all the doors and you should come across a changer. Change into mouse man and get the Thunder Sabre at the top of the passage. Go back and buy energy if you need it. Now go to the paradise section again, but dive into the water straight away. When you reach the four destructible blocks, destroy them and proceed to find the pirate dragon.

To kill the dragon, stay on the left of the screen, avoiding his bouncing hooks at all costs! When he comes towards you, jump and hit him in the face. If you can't, walk forward a little, so that his hooks bounce over you. Keep doing this until he dies.

DRAGON FOUR - SAMURAI DRAGON

When you reach the destructible blocks after the tower, go down them and when you reach the four drainpipes go down the first. It contains springy blocks. Jump the second block and go down the third. This will take you to the Samurai dragon. Keep going left. Wear the dragon mail to protect you when jumping over lava and use lots of medicine to keep your strength up. At the end of the platforms you should enter a Japanese temple inhabited by Ninjas and Samurai. To kill the Ninjas, jump their shurikens then run forward and hack away. The Samurai are a bit more difficult, but they're easy to kill if you've got the boomerang.

To kill the dragon, stay at the left of the screen and time a jump so that you whack him in the face when his sword is down. Then run back to the left of the screen.



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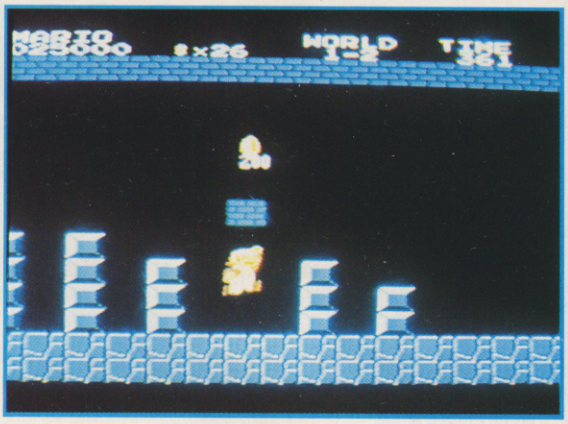

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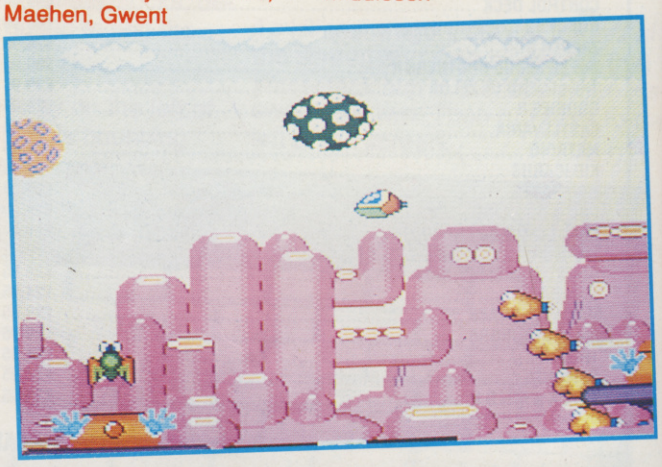

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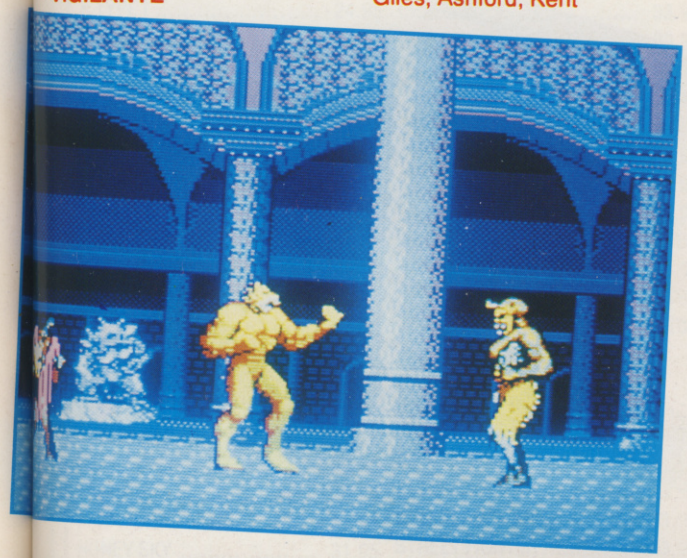

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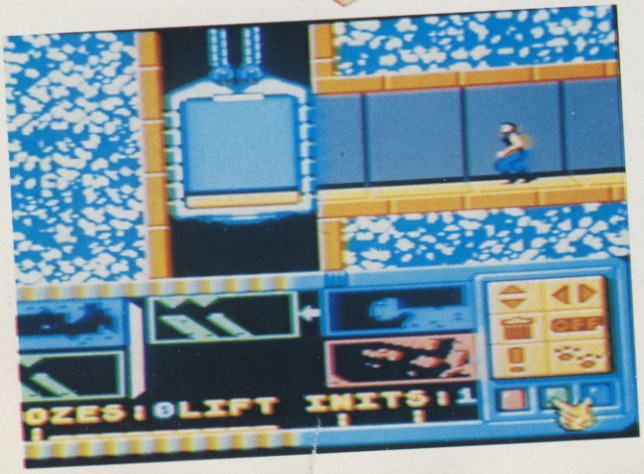
And don't worry if you don't win first prize, 'cos there are also four runners-up prizes of normal Sega Master Systems, each with handle controllers! Not bad, eh?

So what have you got to do to stand a chance of winning a prize? Well, simply answer the questions below and you're laughing (though not too loud otherwise you'll be locked up).

1. What is the Agent's number in Impossible Mission?
2. How many events in World Games?
3. How many events in California Games?



Right, scribble the answers down on the back of a postcard or sealed-down envelope and post it off to: IF I DON'T WIN THAT HAND PAINTED SEGA I'M GOING TO EXPLODE ALL OVER THE KITCHEN COMP, C+VG (CONSOLES BOOK), PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU. The closing date is July 31st - after that we'll be pulling entries from a hat. The first correct one out wins its sender the hand-painted Sega, the next four all win normal Segas and a handle controller.

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KONAMI/ NINTENDO

BLADES OF STEEL

This isn't about swords, which the title might suggest, but is instead about ice hockey sticks which, in the right hands, can be just as dangerous. So strap on your protective gear and get onto that ice for a game of skill, dexterity and a good left hook!

At the start you can play either an exhibition match or a whole tournament, choose which team you wish to be and adjust the skill level. Then it's three rounds of ten minutes, with the aim being to score more goals than the other team.

The control pad is used to move your player around the ice, while the fire buttons allow you to pass to another team member or take a shot at goal. If one of your opponents has the puck, you can try and retrieve it by banging into him and forcing him to the ground. This more often than not results in a fist-fight, where the screen changes to a view of the two players battling it out - the first to diminish the others' power is the victor.

Blades of Steel is a great arcade version of ice hockey, and the fight feature adds that bit extra to what is already a playable, addictive game. The sprites are a bit flickery, but it doesn't really harm the gameplay. Neither does the "seagull" sound effect which is supposed to represent whistling - the other effects, and the plethora of tunes, are great.

PAUL RAND

RATINGS

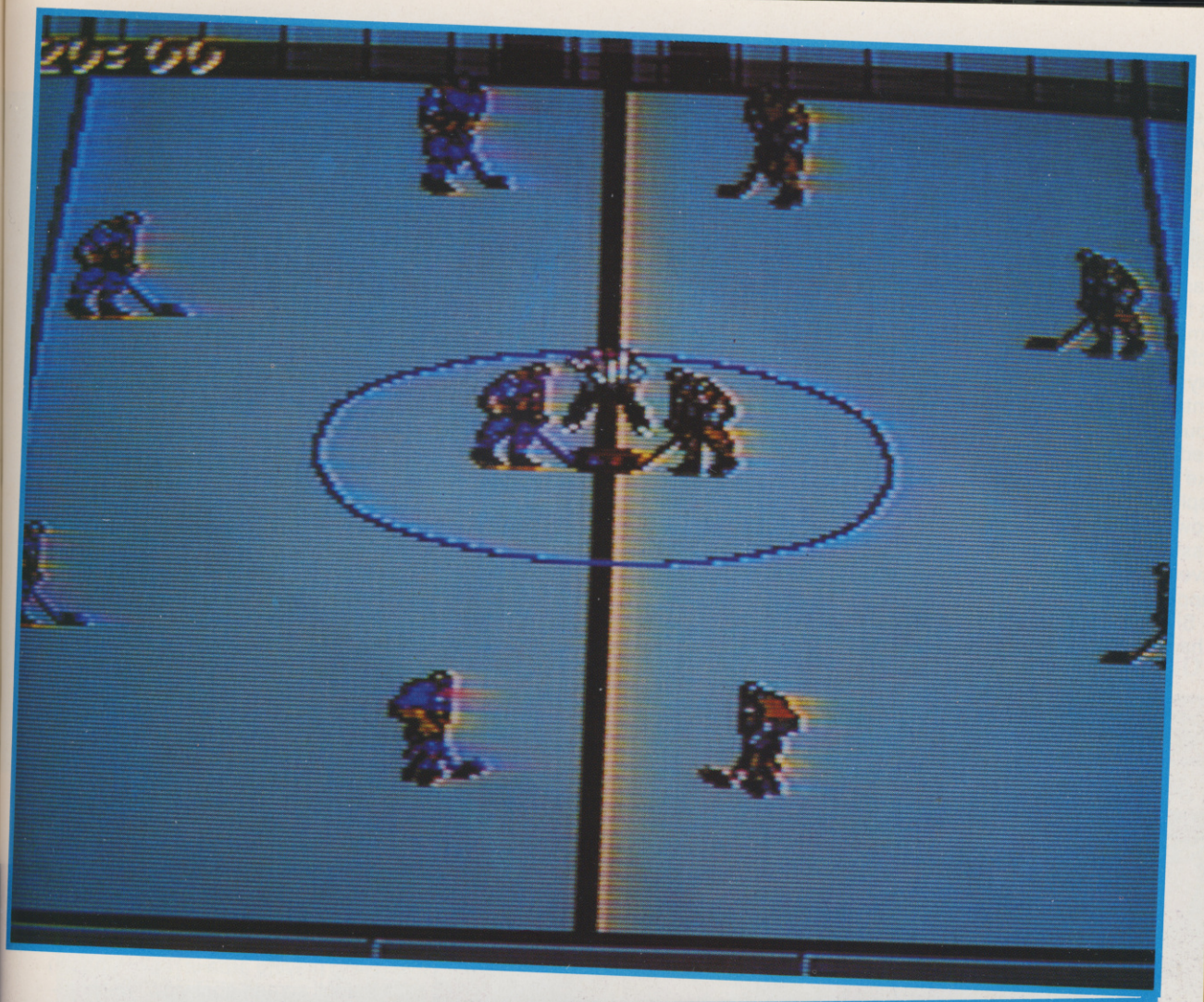
GRAPHICS 74%
The sprites get flickery when things are busy, but generally the graphics are fine.

SOUND 71%
Rubbish crowd effect, but some decent jingles and tunes.

VALUE 80%
Loads of fun, with multiple skill options to maintain the challenge.

PLAYABILITY 85%
Great gameplay, and the fight option is the icing on the cake!

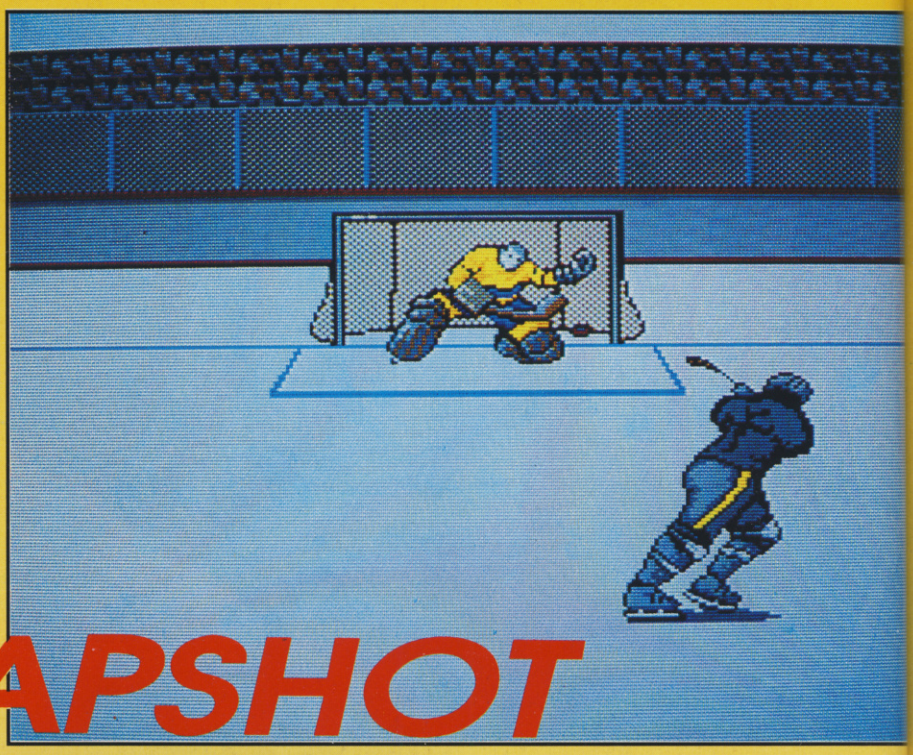
OVERALL 85%
An excellent ice hockey game, and a must for sports fans.



REVIEW

SLAPSHOT

SEGA



Ice Hockey is the name of the game, with one or two players battling it out on a frozen rink, hockey sticks in hand (and sometimes across an opponent's back!) and puck on the ice. The aim, as if you don't already know, is to score as many goals as possible against the opposing side, whilst ensuring that the other team doesn't do the same to you. As well as the normal directional controls which move the players (the character currently under control is indicated by an arrow) around the ice, the fire buttons are used to pass to another team-mate or take a shot at goal. Strike efforts are displayed by a full-screen animation showing either the puck sliding successfully into the net, missing or being saved by the goalie - whatever actually happened.

Slapshot, like the subject it portrays, is hard, fast and requires great skill and control. Furious chopping and changing between players is recommended if you are to keep possession, because the other side will have no qualms about, well, taking the spoils no matter what. While the main game graphics are good themselves (the horizontally scrolling playing area is really smooth) it's the full screen goal view which impresses most. As seems the case with a lot of Sega software lately, sound isn't used as well as it might have been, but for an ice hockey sim this good, I'm quite prepared to overlook that quibble.

PAUL RAND

RATINGS

GRAPHICS 82%
Effective players, smooth scrolling and a brilliant full-screen goal animation.

SOUND 62%
Rather ill-fitting, but bearable.

VALUE 84%
One of the most action-packed sport sims on the Master System.

PLAYABILITY 85%
The computer team is quite a challenge, but two players are recommended to get the most out of the game.

OVERALL 82%
A couple of shortcomings, but generally a great simulation of a rough 'n' ready sport which is well worth anyone's cash.

GOLFAMANIA

SEGA

Golf sims on the Sega aren't as "two-a-penny" as they seem to be on other machines, so it's nice to see a new one, especially when it's as good as Golfamania.

One or two players can take part in anything from a practice run to a full-blown world open tournament, with each course viewed from above. After altering the angle of the shot and selecting the correct club from a choice of over a dozen, the screen switches to a second person perspective 3D display, and it's from here that you actually take the shot. A pointer moves up and down the bar and you must stop this pointer as close to the centre as possible for an A1 shot.

Golfamania is a superb golf sim, not unlike the World Masters coin-op in terms of presentation and, indeed, gameplay. The urge to beat the opponent is as strong against the machine as it is when playing with a friend, with an easy to use control system and charming graphics to back up the gameplay. It probably won't be to everyone's taste, but if yourself and your friends are keen on this type of game, why not "club" (groan) together and buy it?

PAUL RAND

RATINGS

GRAPHICS 90%
Colourful and effective in both views.

SOUND 74%
Catchy jingles and good spot effects.

VALUE 83%
An excellent arcade golf game.

PLAYABILITY 91%
Uncomplicated and very addictive.

OVERALL 89%
By far the best golf game available on the Sega.

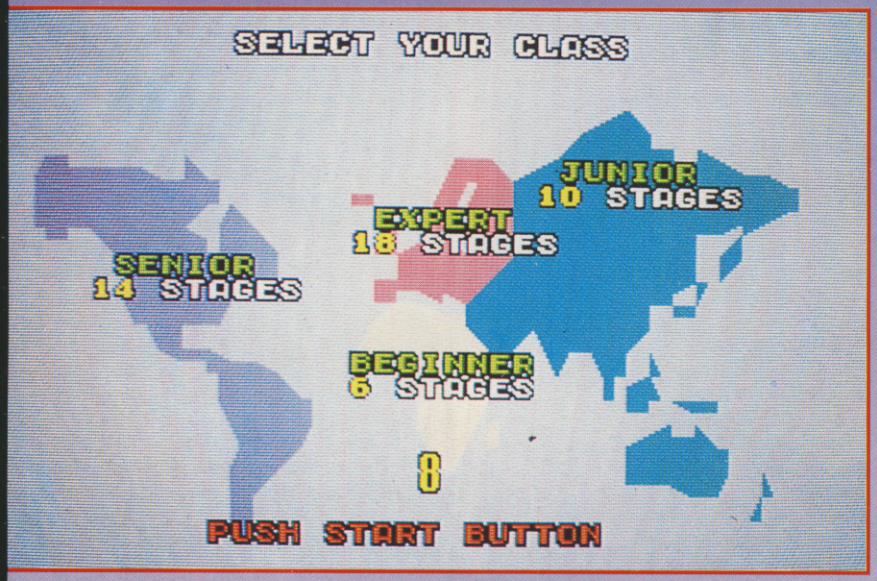
SUP HANG

MEGADRIVE

Super Hang-On is a motorcycle tournament played across the four continents of Africa, Asia, America and Europe. Each continent represents a different level of difficulty, getting harder respectively.

On each one there's a trackful of console-controlled bikers to race against, and the object is to reach the finish line within the allotted time. Each course is split into stages, and you simply have to complete the stage within the time limit to go on to the next - any time left over is added to the next stage's limit. To assist in your pursuit of the chequered flag, there's a turbo button attached to the bike which can boost your speed when necessary.

As well as the main game, a freebie game is also included on the cartridge, in the form of a one-on-one race be-



PER
G-ON

tween you and a console biker. Beginning with a rubbish bike, money is won each time you beat the opponent, with which you can purchase extra equipment such as wheels, frame, engine and so on. There's a password system which lets you make the contest an ongoing affair - a very neat idea.

The Megadrive hasn't seen a driving game of any sort since its release, and when one finally surfaces it just happens to be one of the best ever seen on any home machine! The 3D effect is brilliant, and you really do get a true feeling of exhilaration as you burn down the road, and with its extra game, there's plenty here to keep you engrossed for weeks on end. Don't miss it.

PAUL RAND

RATINGS

GRAPHICS 95%
Brilliant, large-sized sprites and superb road effects.

SOUND 95%
Faithful to the coin-op in every respect, with four great tunes and plenty of atmospheric spot effects.

VALUE 93%
You get a virtually flawless copy of the coin-op and a free game into the bargain!

PLAYABILITY 97%
Four levels of difficulty, and the on-going challenge game makes this one a winner!

OVERALL 95%
An outstanding arcade conversion that's a must for any Megadrive owner.

SIMON'S QUEST

KONAMI/ NINTENDO

It's sequel time on the Nintendo, what with Adventure Of Link (Zelda II) and now the follow-up to the quite jolly Castlevania.

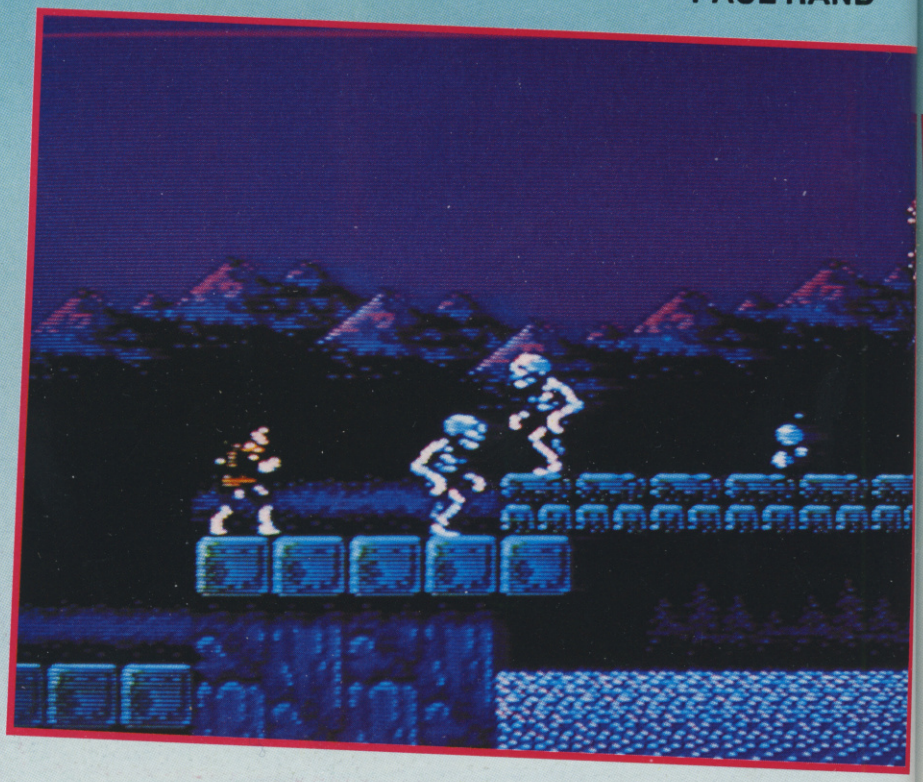
Your name is Simon, and you've been appointed chief vampire get-ridder-of. And, as luck would have it, there's a particularly nasty undead-type person living a few blocks away - none other than Dracula. What ensues is an eight-way scrolling arcade adventure in which you have to collect lots of useful items, chat with a plethora of interesting people, slay the odd demon, skeleton or other such denizen, and then defeat old fang-face before he turns the whole world into his slaves.

The control pad puts you into Simon's shoes, the direction button allowing you to move the character around the screen and the two fire buttons being used for jumping and whipping the nasties (oo-er, sounds a bit kinky to me). On collection of items, a screen can be accessed which lets you choose items for use in the relevant situation. The game is played across daytime and during the night - at night, the villagers lock themselves in their homes and the baddies come out to play. If you come across any of the townsfolk, pressing the whip button lets you talk to them - they'll either blurt out some utterly useless piece of info or give you an extremely useful clue. Some of them have things to sell too, but make sure you have the dosh, otherwise you'll have to go without.

At first, I didn't think all that highly of Simon's Quest - it's a "seen it all before" game. That said, it eventually grabbed my attention due to its great graphics, above average sound and high level of playability. The character interaction (if that's what you can seriously call it) makes the game something other than a platforms and ladders clone, and the different collectible items are many and varied - and you don't always know what they're used form either!

If you enjoyed Castlevania, or if you simply like playing fun, long-lasting arcade adventures, take a peek at Simon's Quest as soon as you humanly can.

PAUL RAND



RATINGS

GRAPHICS 84%
Well animated characters and moody backdrops which suit the game.

SOUND 73%
A few fast-paced tunes, but only adequate effects.

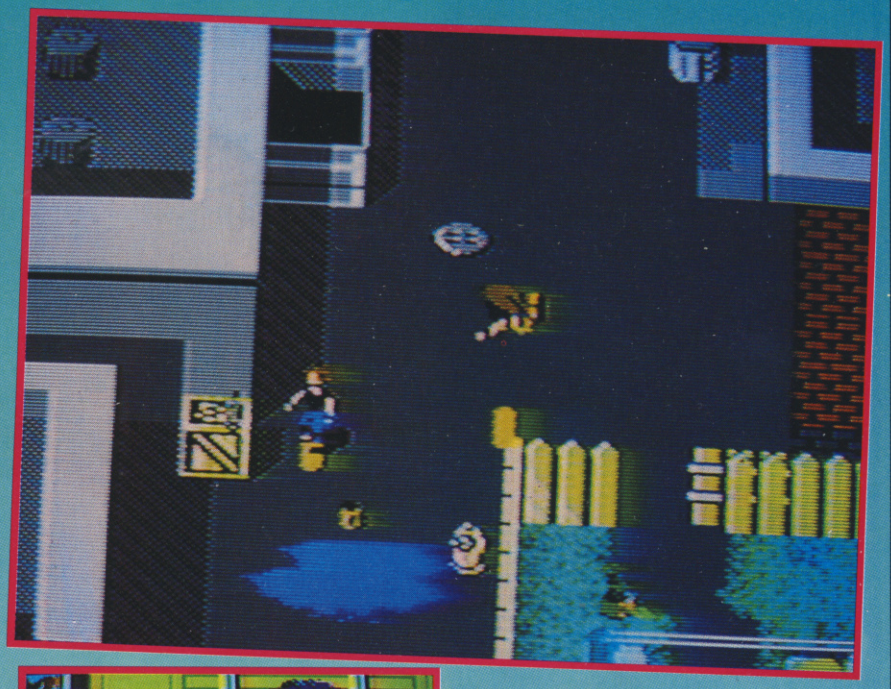
VALUE 86%
If you enjoy arcade adventures, you'll be battling with this one for weeks!

PLAYABILITY 82%
Difficult from the outset, but rewarding, nonetheless.

OVERALL 85%
A high quality arcade adventure which matches its prequel in terms of addictiveness and playability.

SKATE OR DIE!

NINTENDO/ ULTRAGAMES



Yow! This sports-sim with a "radical" difference tests your skate-skills to the limit! Ride your 'board over the egos of the local skate maniac, Rodney Recloose, his kooky son, Bionic Lester, and the rest of their cronies by beating them in a competition of five events.

First, roll on over to Boulderdash Park, to take part in the Downhill Race. Score points by dodging around flags, ducking thorough drainpipes, jumping ramps and performing a few gnarly spins - but time is the major factor.

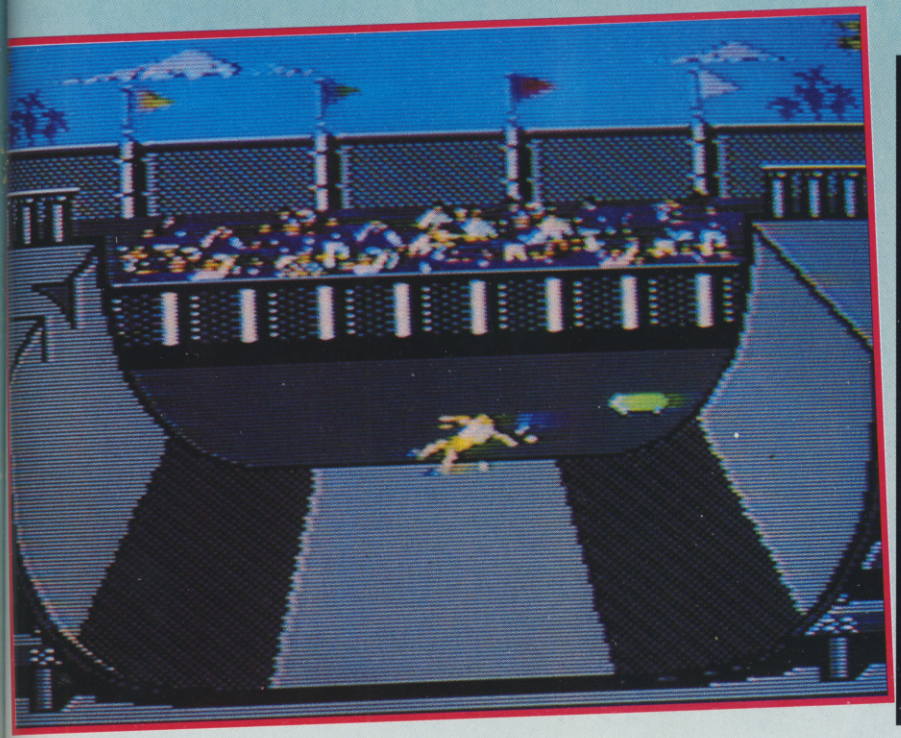
The Downhill Jam is similar, insofar as you have to skate down an obstacle-filled alley, but this time you're racing against time and Lester. He'll do his darnedest to knock you off your 'board, but not if you can punch or kick him off his first.

Equally violent is the Pool Joust, in which you and one of Lester's gang skate around in a drained swimming pool. The idea is to run into the other jouster so you can knock him off his board with a big stick.

The Freestyle and High Jump events take place in the half-pipe. Freestyle is a stunt challenge where tricks mean points, and mastering all ten moves takes a LOT of practice. The High Jump is the most difficult of the five events because it requires far too much button bashing to get up to enough speed for a decent jump. I'm talking bleeding fingers here.

Apart from that one disappointment, Skate or Die is a great package. The whole thing is superbly presented and special mention must go to the rock soundtracks, which are surprisingly funky for a Nintendo. Some of the games aren't quite as instantly playable as I would have liked, and heavy use of the practice facility is essential to get your joypad skills up to scratch.

PAUL GLANCEY



RATINGS

GRAPHICS 86%
Smart, detailed sprites, very nicely animated.

SOUND 90%
Reeeeally groovy soundtracks, and decent sound effects.

VALUE 82%
Five enjoyable games for the price of one.

PLAYABILITY 80%
Pretty difficult to begin with, but once mastered all the games are good fun.

OVERALL 82%
Not quite a "toadly awwsome experience", but still pretty gnarly and rad and stuff.

HEAVY UNIT

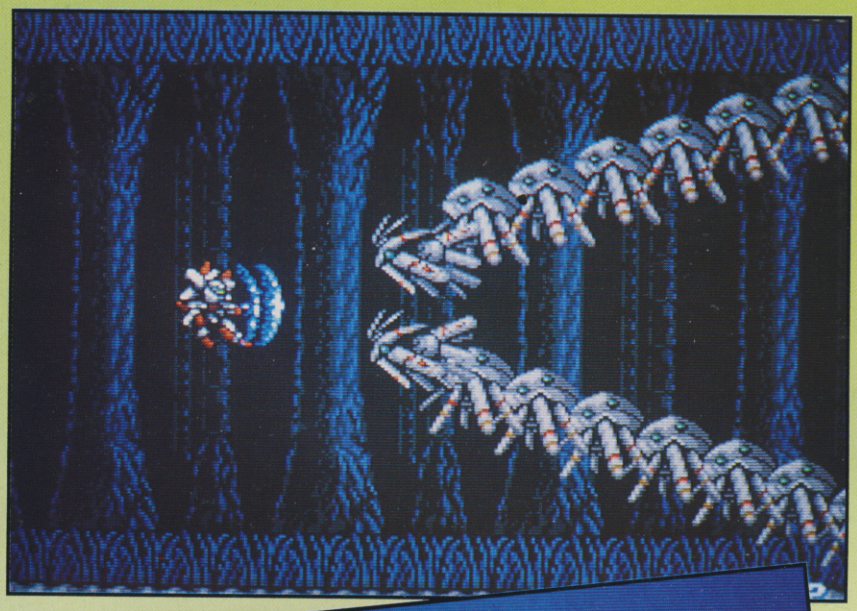
PC ENGINE

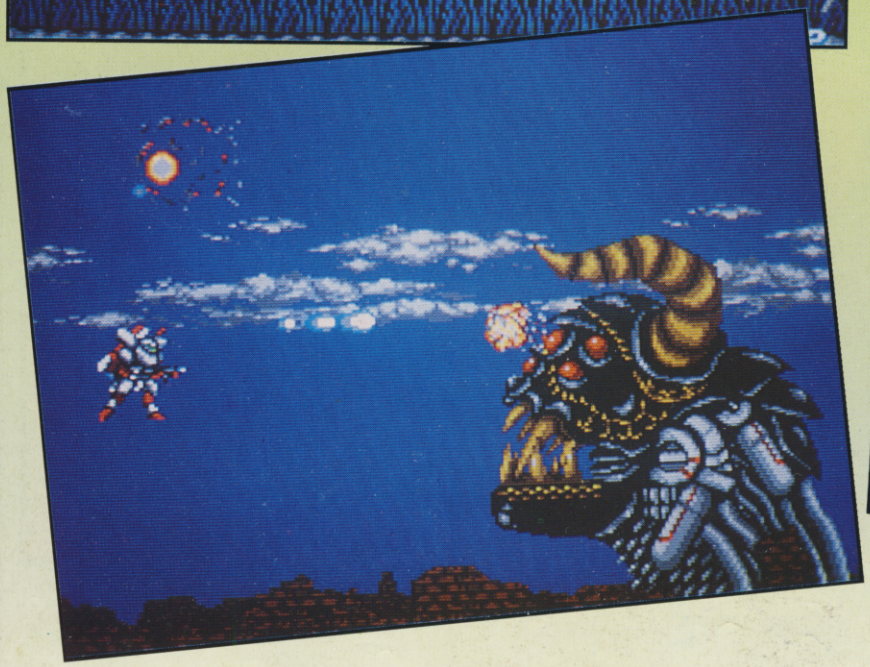
It's romp through the horizontally scrolling levels time again folks, as you jump into the cockpit of your Heavy Unit fighter and go up against waves of weird, but not exactly wonderful alien types, all of them obsessed with wiping you from the face of the Universe. To assist you in your conquest of this alien landscape are, surprise surprise, various power-ups ranging from speed-up and missiles to multi-lasers and goodness-knows-what-else. Hurrah!

Sounds unoriginal. You bet! The graphics are alright, and the sound is fine, but the trouble is the difficulty level is so unevenly balanced it's not true. The first level is really tough, then it gets slightly easy, then easier still, even easier, then amazingly tough again? There's no sort of progression at all. And the big problem is that as soon as you lose your power-ups, it's virtually impossible to continue with the feeble pea-shooter gun you're left with.

Don't waste time, energy and, most importantly, good money on Heavy Unit when there are loads of far better shoot 'em ups available on the PC Engine.

PAUL RAND





RATINGS

GRAPHICS 77%
Range from level to level, but some sprites and backdrops are pretty good.

SOUND 73%
Fairly average tune, but some suitably raucous blasting noises.

VALUE 45%
There are many better PC Engine shoot 'em ups than this.

PLAYABILITY 46%
A wonky difficulty level means the game starts out frustratingly hard, and then gets easier! And it's virtually impossible to continue once you've lost your extra weapons.

OVERALL 53%
An average shoot 'em up which lacks originality and a properly graded difficulty setting.

VOLFIED

As part of Earth's colonisation programme, alien planets must be sought after and transformed into human life-supporting territories. One such planet is Volfied, a small, almost asteroid-like structure whose inhabitants happen to have been giving Earth more than a few headaches over the past decades. With the necessary transformation craft in position, work can begin. Each continent must be built up level by level, blocking off areas of ground Amidar-style, until at least 75% of the surface has been treated. Of course, the alien life-forms on Volfied are out in force to stop you, and without weapons strategic planning is required, as well as the collection of power pods which give your ship lasers, speed or add extra points to your tally. Some pods freeze the aliens, allowing you ten seconds in which to complete each screen. After work on each continent is finished, the ship flies into a teleportation module and travels to the next site for more of the same.

What at first looks like a pointless, boring game, Volfied quickly grasps at the addiction glands and carries the player into a world almost as playable as Tetris. Difficult from the word go, the relentless challenge does not let up, which makes completion of each continent that bit more satisfying. As with all games of this simplicity, graphics and sound are there more for necessity than effect, as the player is too engrossed in staying alive than moaning about the aesthetics. In short, Volfied is the closest thing yet to Tetris-style addiction on the Engine, and you can't get more of a recommendation than that, can you?

PAUL RAND

RATINGS

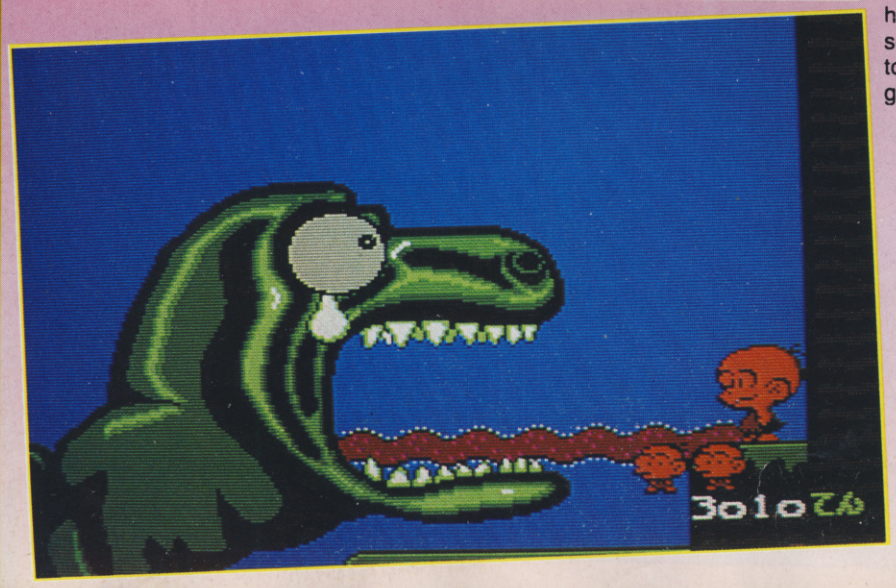
GRAPHICS 79%
Unusual, but pleasant sprites and backgrounds.

SOUND 78%
Utilitarian effects which work surprisingly well.

VALUE 93%
At first glance it looks pretty dull, but the cerebellic gameplay quickly captures the imagination.

PLAYABILITY 94%
Tough and demanding, yet immensely addictive.

OVERALL 96%
A brilliant interpretation of a highly original theme results in one of the most enjoyable PC Engine games we've seen.



PC

PC ENGINE

Here's one of the weirdest games you're likely to see on the PC Engine. PC Kid is a Wonderboy-style game that's set in prehistoric times and stars a very strange looking character - the baldy slap-headed PC Kid.

He's on a rampaging mission through the Neanderthal landscape and has to run and jump his way across the scrolling scenery, headbutting and jumping on any of the weirdo dinosaurs that get in his way. And plenty do. Each collision with a beastie diminishes energy, but there are loads of fruits to collect to top up kid's total. And there are also super mega special kebabs!! Eat one of those and you can kill a baddie with one single blow of your large forehead.

There are a many levels to go through, ranging from prehistoric countryside, where you start, to huge trees and even the inside of a giant dinosaur, complete with yukky gooey stomachy bits!

I must say I'm a very big PC Kid fan - it's one of the most consistently funny games I've ever played. The graphics are simply marvelous, with hilarious, highly original cartoon style sprites - some of the baddies have to be seen to be believed!! And it doesn't just look good - PC Kid plays brilliantly too, with

KI

C

loads of hidden bonus screens, and some really original scenes to battle through. If there's one platform game to get for your PC Engine, this is the one.

JULIAN RIGNALL

RATINGS

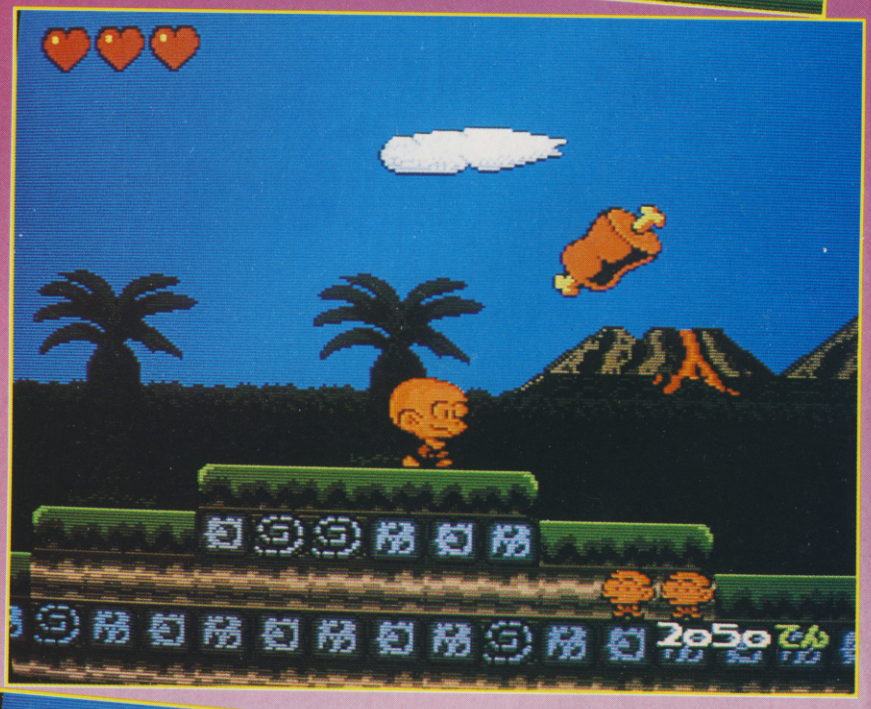
GRAPHICS 93%
Cartoon-quality sprites and backdrops throughout.

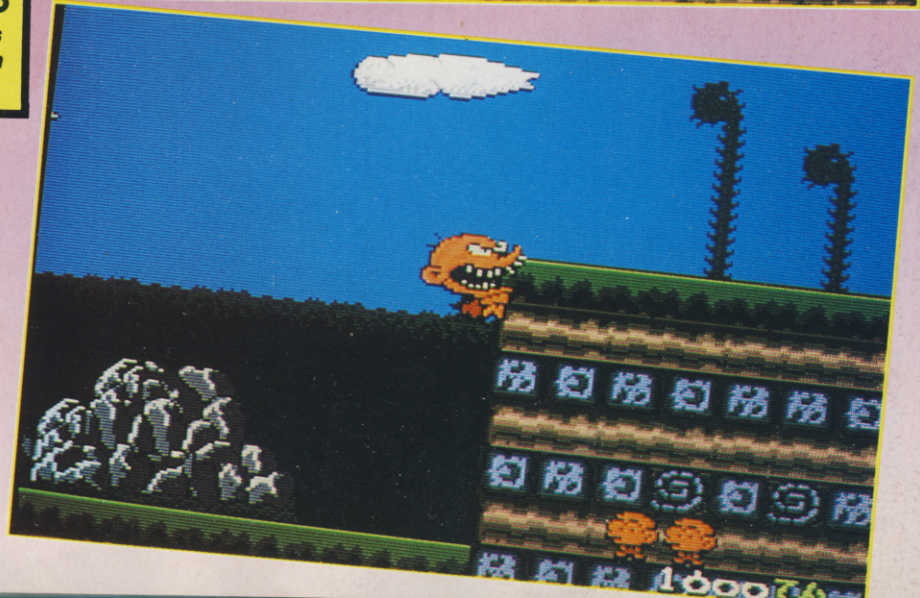
SOUND 87%
Twee tunes - but they suit the action perfectly.

VALUE 93%
Hours of head-butting japes are in store for potential PC Kids.

PLAYABILITY 96%
Hilarious and highly addictive gameplay makes this one difficult to put down once you've started playing.

OVERALL 95%
A corking platform game which is as hot as the chilli PC Kid puts on his kebabs.





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REVIEW

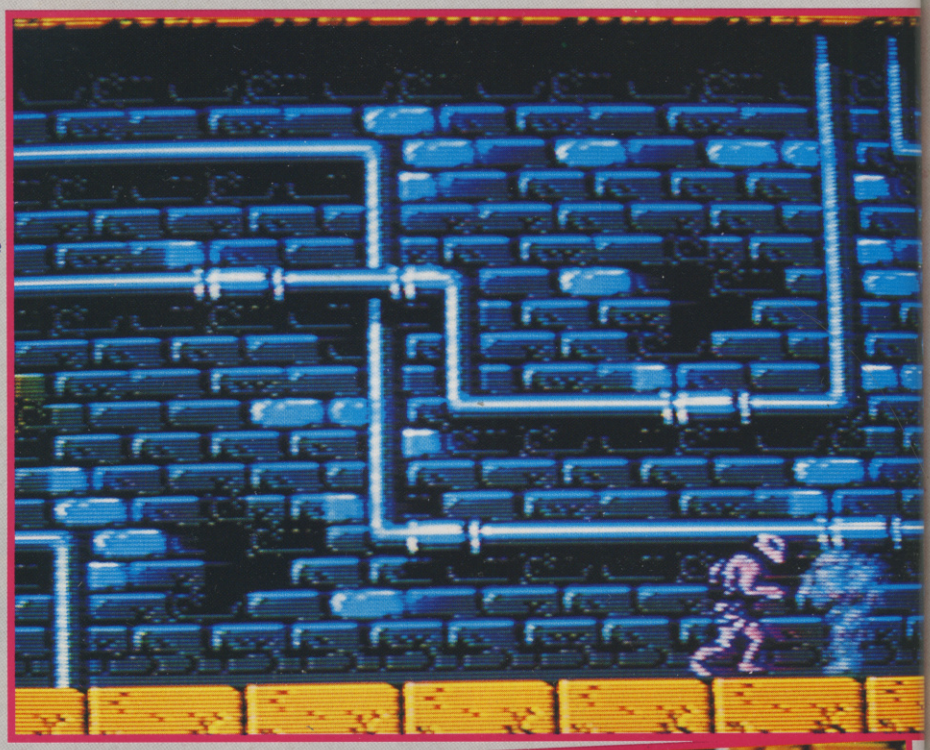
TEENAGE MUTA
HERO TURTL

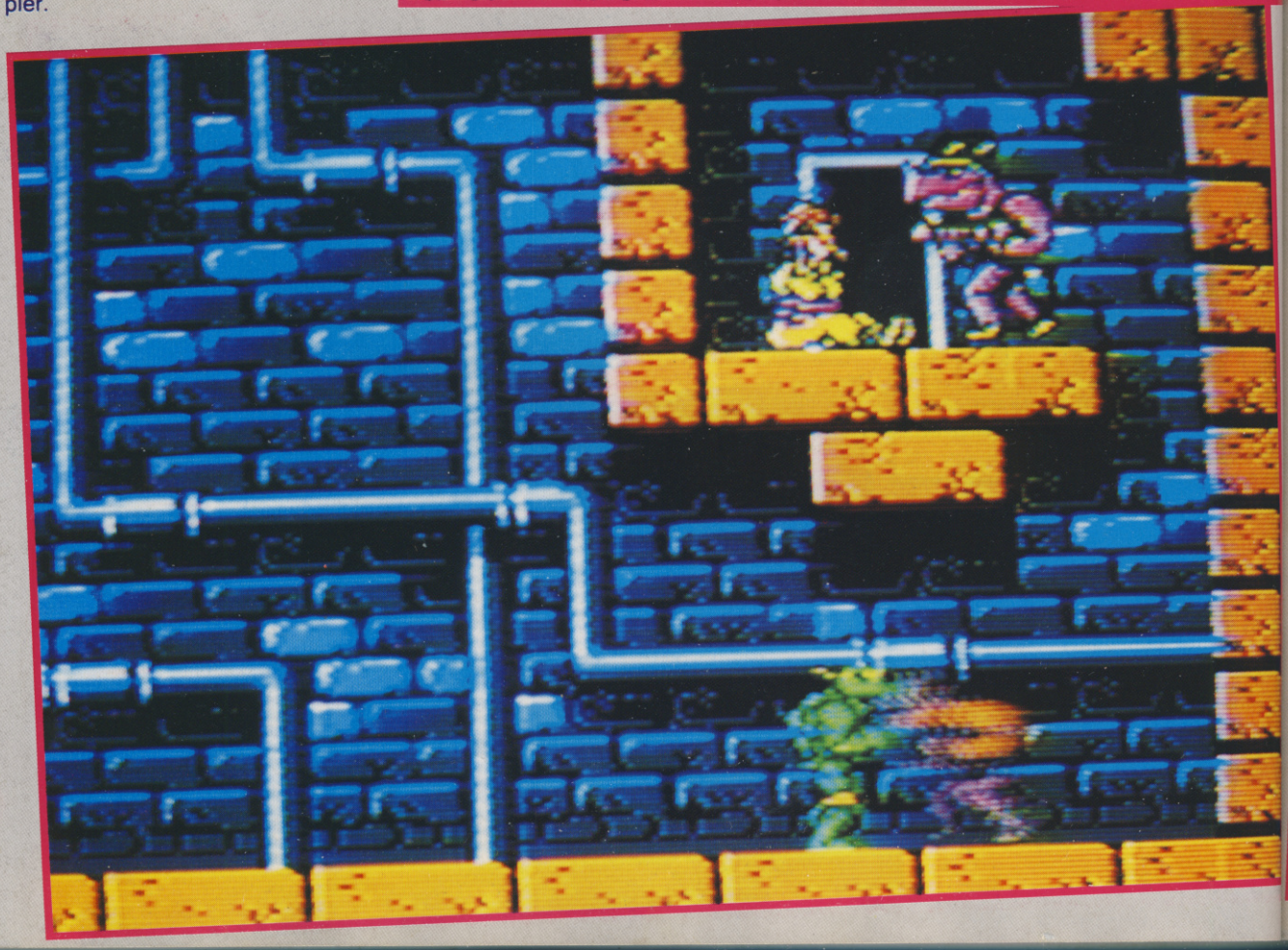
NINTENDO

The world famous Hero Turtles have arrived on the Nintendo! And they're off on a mission to rescue their good friend, ace reporter April from the clutches of the turtles' arch enemy, Shredder.

There are two distinct playing styles - the first is a Gauntlet-esque, birds eye view section where you move one of the four turtles to either an open manhole or a building; upon entering either, the view switches to a horizontally scrolling section where you battle a host of different beasts, robots and guardians. At the end of each level you find April, guarded by one of Shredder's henchmen. Kill him and the girl is yours.

You have all four turtles to work with, and each one has an energy bar which can be replenished by collecting the pizza icons placed at various positions throughout the game. Other icons include shields, shurikens and other helpful items which make life as a large, green amphibian that much simpler.





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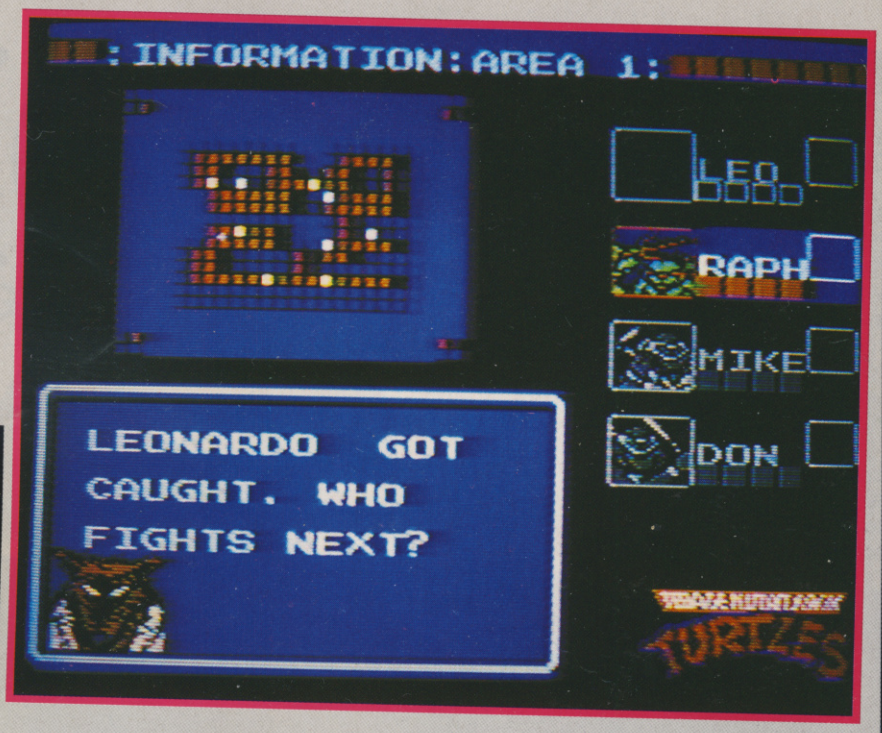


RATINGS

GRAPHICS 89%
The main characters are just like their cartoon counterparts, and the scenery is nice and jolly.

SOUND 88%
Great tunes and suitable effects.

VALUE 82%
There's plenty here to keep any teenage hero on his toes.

PLAYABILITY 88%
Nicely balanced difficulty level means that rescuing April is tricky, but doesn't put you off playing.

OVERALL 86%
A highly enjoyable, action-packed arcade adventure which offers plenty of entertainment.

When I plugged in the TMHT cartridge and switched on, I was surprised to find that the game bears absolutely no resemblance to the coin-op that recently hit the arcades. Saying that, it was a pleasant surprise because, although the coin-op version is brill, it's only a Double Dragon clone, while this Nintendo version is a much more involved game with a lot of work put into it. The graphics are great, with humorous turtle sprites which look just like their cartoon counterparts - there's a marvellous turtle-to-teenage mutant ninja turtle sequence at the beginning which is just, well, marvellous! The sound is also a cracker, with a couple of rousing ditties as well as suitable effects throughout. The two different gaming styles break the monotony which players experience with horizontal scrollers, and the difficulty level is set just about right. All in all, you won't be disappointed with Teenage Mutant Ninja Turtles, even if you were hoping for an accurate coin-op conversion. Maybe that'll come later?

PAUL RAND

REVIEW

OPERA WO

Everyone loves a spot of gun-toting, especially with the Sega Light Phaser, so what better game to blast soldiers to your heart's content than Operation Wolf?

Six levels of hostage-rescuing antics face the player as he sneaks behind enemy lines with his Uzi. The terrorists are out to stop you, but they obviously aren't that concerned for their safety as they've left stacks of ammo, rockets, medicine and secret items lying around each area for you to pick up and use against them, should the need arise.

Each level is cleared when the indicated number of troops, vehicles and aircraft are destroyed, clearing a path to the next, more heavily occupied stage.

ATION
DLE

SEGA

RATINGS

GRAPHICS 88%
Almost everything is very close to the coin-op, and the scrolling is amazingly smooth.

SOUND 66%
A bit iffy, but authentic to the original melody-wise.

VALUE 88%
That trigger finger won't ever have had such a good time!

PLAYABILITY 91%
Very difficult, partly due to no Light Phaser autofire, but challenging and rewarding nevertheless.

OVERALL 89%
A super version of the hit coin-op, and easily the best Light Phaser game available. Buy it.

A more whizzo conversion of Op Wolf one couldn't possibly wish for - almost. Graphics are great, everything looks and moves as it should (apart from the odd flickery helicopter or two) and, while sound is as you'd expect on the Sega (pretty weak) it serves its purpose. The gameplay is frenzied and highly addictive, but why oh why couldn't the programmers have allowed rapid, machine-gun fire with the Light Phaser? Surely it couldn't have been THAT difficult! Still, what's here is tops with me, and will probably be tops with you too.

PAUL RAND

REVIEW

SOLOMON'S KEY

TEMCO/NINTENDO

RATINGS

GRAPHICS 81%
Excellent for a puzzle game, with detailed, colourful sprites and backdrops.

SOUND 64%
A bit dreary, but doesn't affect the overall game fortunately.

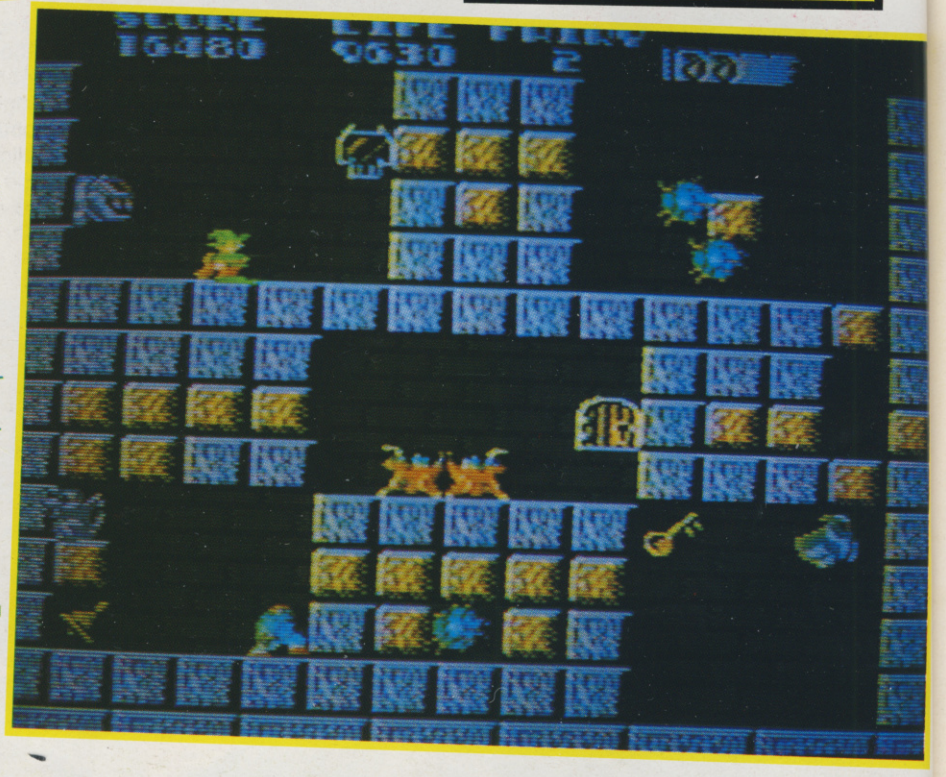
VALUE 87%
Irritating at first, but perseverance pays off and you're left with a well addictive cart.

PLAYABILITY 84%
Very difficult, but each level is nothing short of a challenge.

OVERALL 83%
What initially seems dull and pointless soon becomes an addictive puzzle game which fans of the genre will love.

Down in King Solomon's mines, Dana the explorer is trapped. And cold. And more than a bit peeved that none of his so-called friends have come to his rescue. But he's hard; he can do the job himself. He hopes.

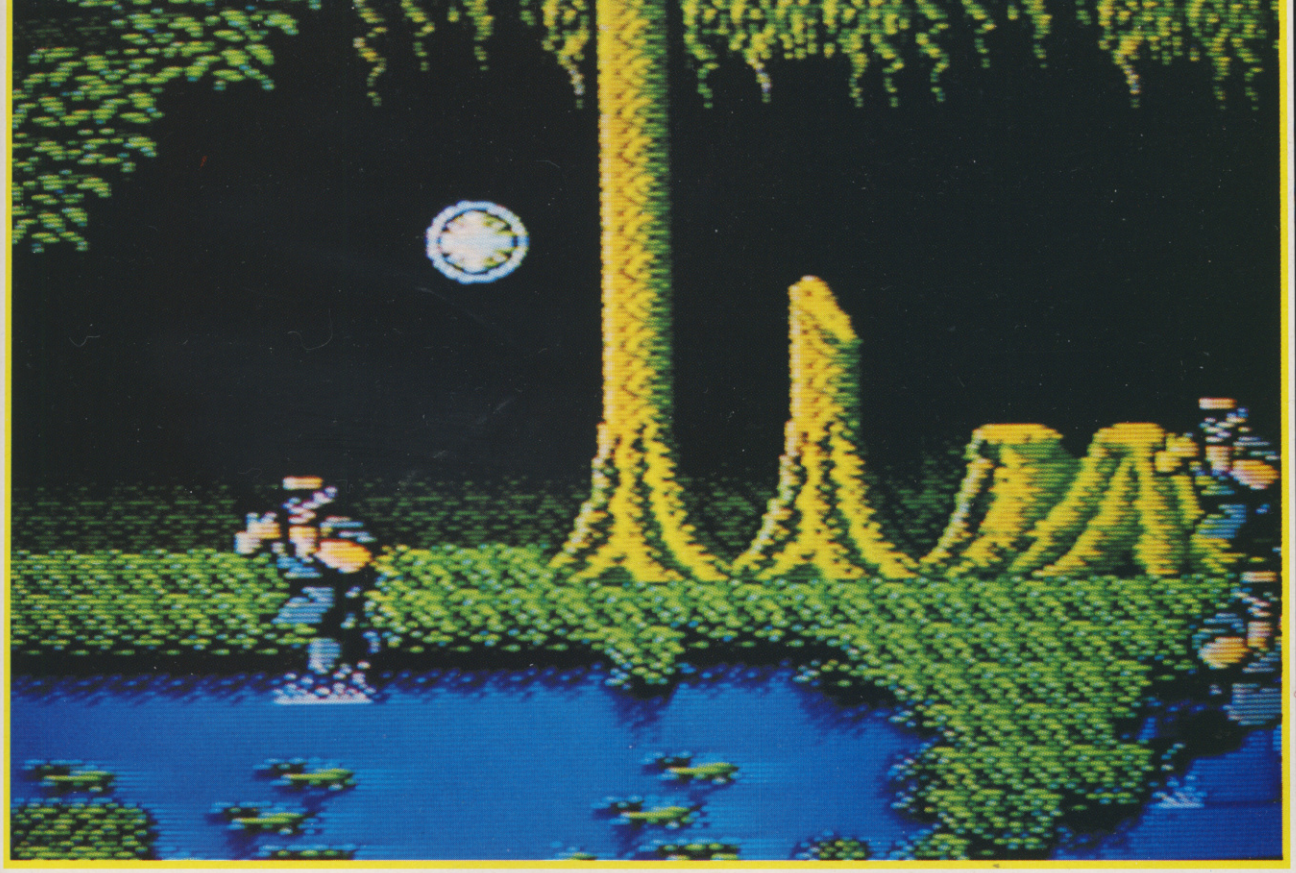
Solomon's Key has you digging and building your way through the many levels of the mine in order to escape to freedom. On each of the screens is a key, a bell and a closed door. The object of the game is to open the door by collecting the key and, if possible, rescuing a fairy by ringing the bell. Collecting ten fairies gives an extra life, but the important job is to get out of the cavern. The air supply in each room is limited, and the time available to escape is shown by a counter at the top of the screen. Also depicted is the score and the number of fairies collected so far.



It would be easy to just escape from each cavern, so nasty King Solomon has placed baddies around his mine. Some just stomp around being a hassle, while others breathe fire at you and cause even more hassle. If you can't out run 'em, build a block and slow them down - alternatively, use one of the spell potions which are hidden in some of the blocks. Either way, just make sure they don't derobe you of your three lives, that's all!

Solomon's Key is, quite frankly, an absolute killer of a game. It starts off ridiculously easy, leading you into such a false sense of security that, as soon as you reach the second level, you are wiped out almost immediately and have to really settle down and concentrate if you are to get anywhere at all. This may infuriate a lot of people - it did me - but after a few swift deaths you begin to progress and, with that progression, a feeling of achievement creeps up on you, making Solomon's Key ultimately more enjoyable to play. The graphics are uncharacteristically good for a game of this type, as puzzlers usually display rather bland sprites and backdrops. Not Solomon's Key, with its detailed sprites and heavy use of colour. Sound is a bit flat, but it's unintrusive and serves its purpose. And anyway, you'll be concentrating on staying alive, won't you? I would if I were you. If this is a favourite genre of yours, why not add to it by purchasing the excellent Solomon's Key - you'll kick yourself if you don't.

PAUL RAND



BAYOU BILLY

NINTENDO/ KONAMI

Mr Big has kidnapped Bayou Billy's main squeeze, Annabelle, and carted her off into the jungle to have his wicked way with her. Billy, being a model of chivalry is out to get her back, and he's not going to let the prospect of certain death at the hands of Mr Big's henchmen, hench-planes and hench-alligators put him off! No sir!

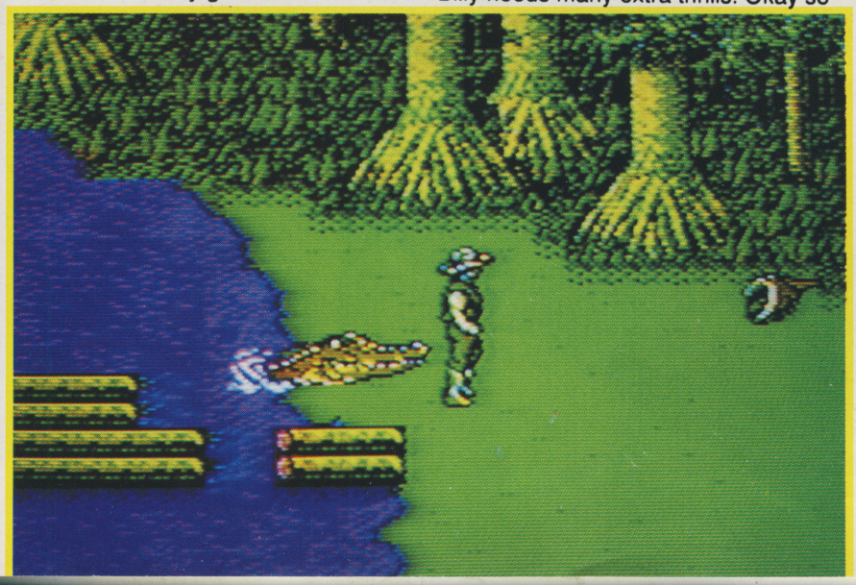
Billy starts his quest in mid-swamp, from where he has to run to his bayou buggy. Putting the mockers on his progress are Mr Big's bullies who ambush Billy and try to beat him up. Billy can fight back Double Dragon-style, with punches and kicks, and later on, he can pick up sticks and knives to use as weapons.

When he finally gets to his vee-hickle, Billy puts his foot to the floor and roars off towards Mr Big's hideout. But coming up the road at him are a load of Mr Big's hench-cars and hench-bombers! Lucky for Billy that he had the foresight to strap a couple of shotguns to the bonnet of his buggy and a grenade launcher to the roof!

After blasting his way to the end of the road, Billy arrives in the jungle surrounding Mr Big's HQ. Collecting his trusty M-16 from the back seat of the buggy, he makes his way through the underbrush. As the scenery scrolls past Operation Wolf-style, more henchmen leap out and take pot-shots at Billy, and occasionally lob sticks of dynamite. This is probably the best part of the whole game and if you've got a Nintendo Light Phaser, you can plug it in for extra thrills.

Not that The Adventures of Bayou Billy needs many extra thrills. Okay so it's not the best piece of Nintendo software we've seen, but the three sub-games are, on the whole, a decent collection of arcade lookalikes, so you're certainly getting your money's worth. My advice is to check it out before you purchase, but if quantity is more important to you than quality, I'd say Bayou Billy's the boy for you.

PAUL GLANCEY



RATINGS

GRAPHICS 79%
The colours are a bit drab, but apart from that the three games look OK.

SOUND 83%
Pretty good. Lively soundtracks, appropriate sound effects and even a bit of speech!

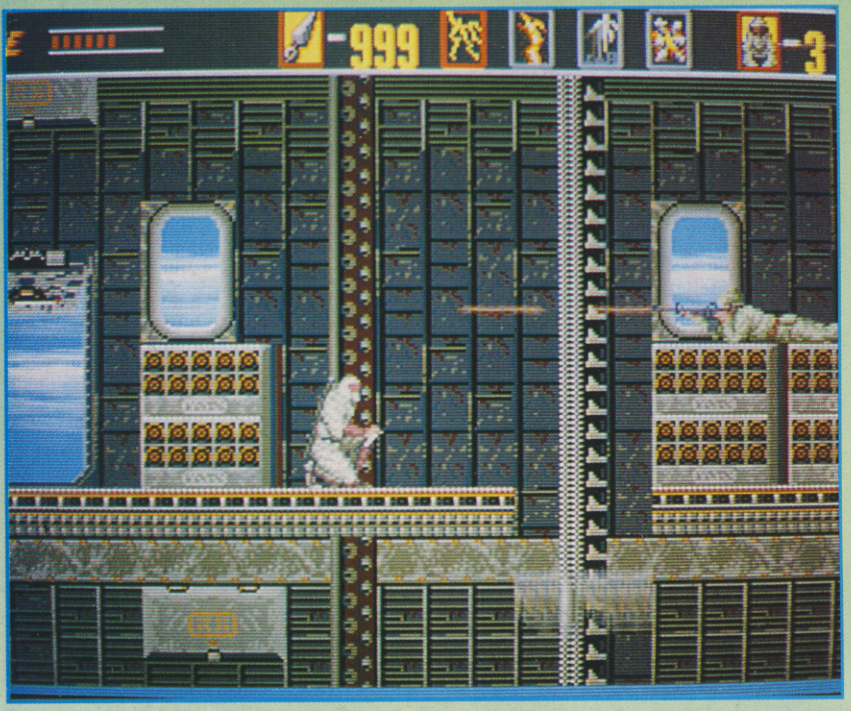
VALUE 89%
Three not-brilliant-but-not-bad-either games for your money.

PLAYABILITY 79%
Plenty of variety and there's a practice mode to let you try out all three sections.

OVERALL 79%
It won't set the world on fire, but there's enough action in Bayou Billy to keep you playing for quite a while.

SUPER S

MEGADRIVE

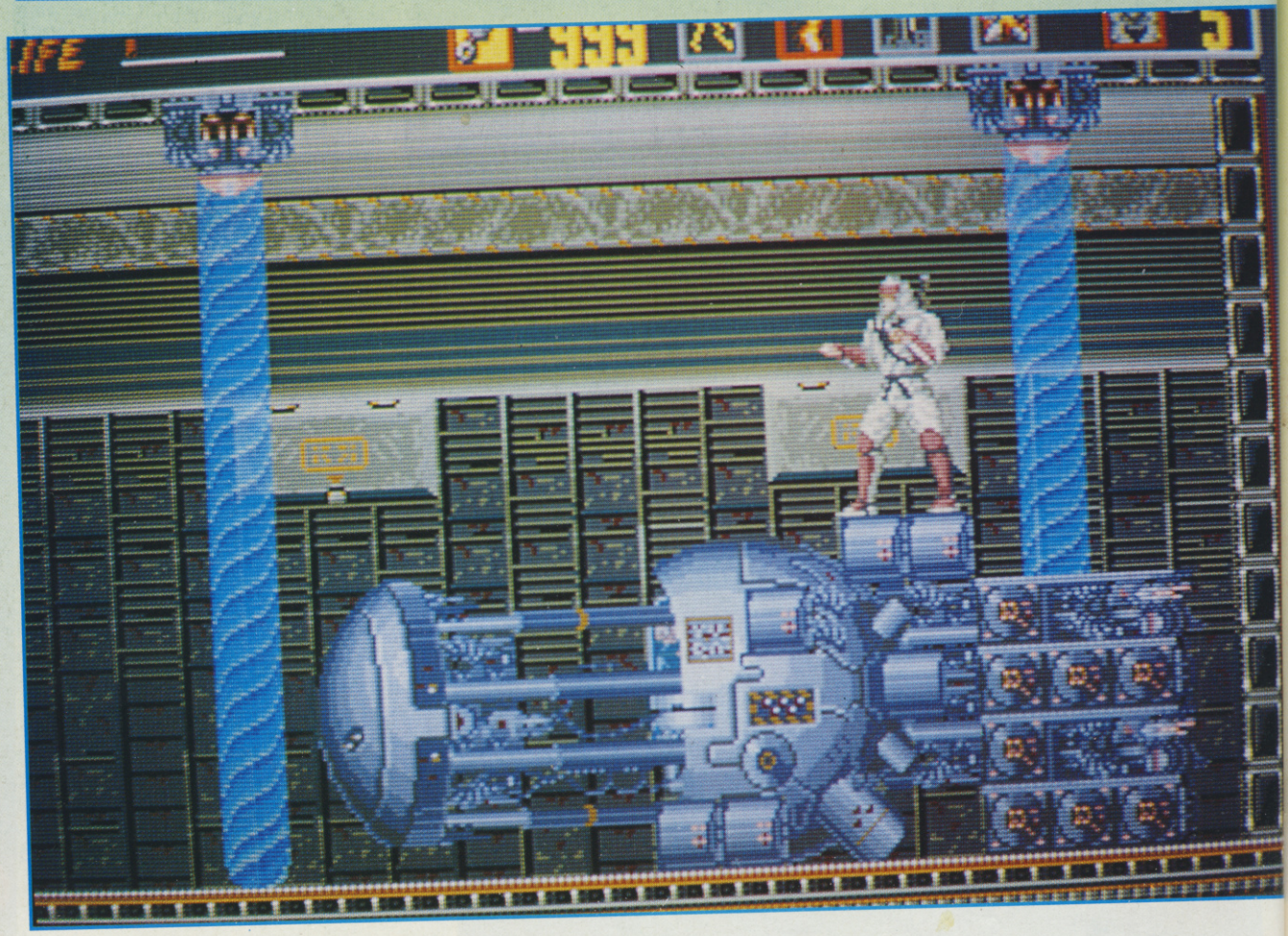


That most famous of arcade Ninjas is back - the black-garbed Shinobi is once again on a mission to infiltrate an enemy stronghold and bring an evil criminal overlord to justice.

Super Shinobi is a massive enhancement of the original game, and pits the player against a veritable army of baddies as he braves all sorts of natural and mechanical hazards to reach and defeat the evil master who presides on the last level.

Being a Ninja, Super Shinobi is armed to the teeth with shuriken stars, which he can lob at the enemy, and also has a couple of very sharp ninja knives tucked into his belt which he uses in close combat. And he's also got four types of ninja magic - although he can only use one magic shot per level.

Each level consists of three areas, the third one containing the end of level guardian. These range from a relatively



SHINOBI

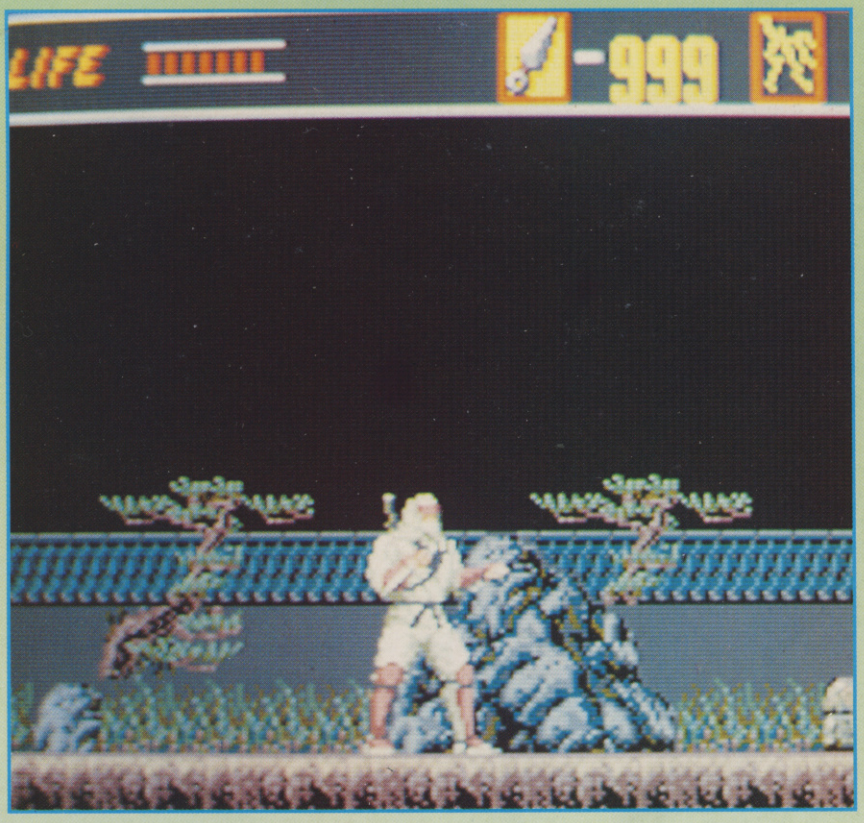
weedy shogun warrior found at the end of level one, to more dangerous "shadow-ninjas", and even dinosaurs! All require a number of accurately-placed shots, and usually a good dose of ninja magic before they die and allow access to the next stage.

Everything about Super Shinobi is brilliant. The graphics are outstanding, with loads of beautifully animated baddies, and amazing parallax-scrolling backdrops. Sound is even better, with some of the best soundtracks I've heard on a computer game - at some points it's almost like listening to a synth-rock CD!

But, more importantly, the gameplay is superb. The baddies all have their own attack patterns, and there are plenty of constant surprises keeping you coming back to see what lies around the next corner.

Super Shinobi is a thoroughly brilliant game and deserves a place in every Megadrive owner's collection.

JULIAN RIGNALL



RATINGS

GRAPHICS 94%
Incredible throughout, with loads of lifelike sprites and great backdrops.

SOUND 96%
Great effects and a variety of truly astonishing rock soundtracks.

VALUE 92%
The game is huge - prepare to put in many hours of gaming if you're going to defeat the evil arch-villain.

PLAYABILITY 96%
Brilliantly graded difficulty level lets you get just a little bit further with every game, and there are loads of neat surprises.

OVERALL 94%
An absolutely brilliant game which should be put right at the top of your shopping list.

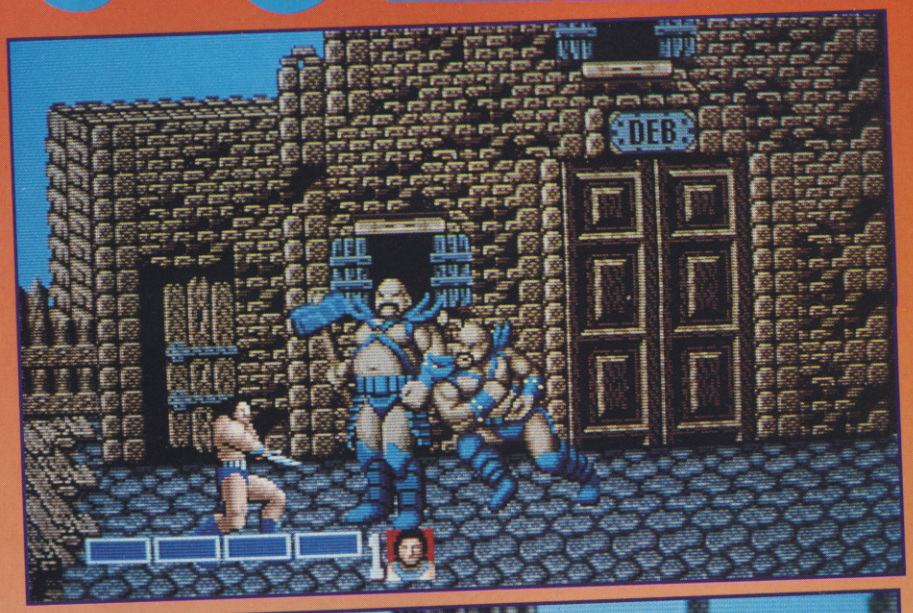
GOLDEN

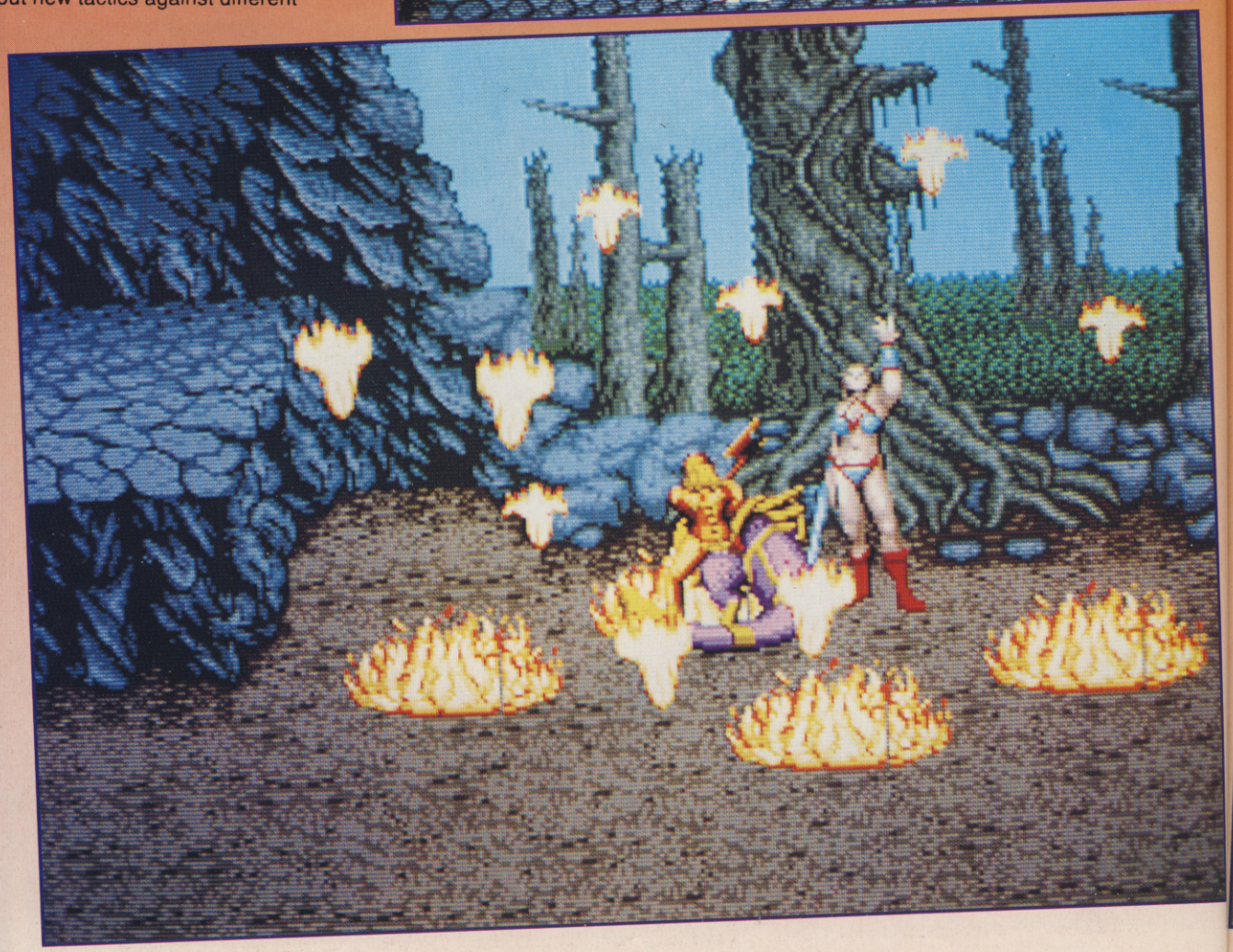
MEGADRIVE

A stunning new Megadrive conversion comes in the guise of Golden Axe, a game in which one or two players get to guide one of three characters, Barbarian, Amazon or Dwarf, through eight levels of hostile territory on the way to wrest the Golden Axe of the title from the clutches of an evil demon.

The heroes start out in Turtle village, and the road to the Demon's castle is fraught with danger, with the demon's minions lurking around every corner. Fortunately the heroes are adept at fighting, and a single press of the fire button sees them slash, hack, kick, or even pick up and throw an enemy. They can also shoulder charge and let rip with a powerful overhead chop depending on the combination of buttons depressed. And if all else fails, each hero can call upon his own special magic powers to destroy all the enemies on-screen - but only if he or she has collected the magic potions dropped by sack-carrying pixies.

I had difficulty spotting any differences between this and the arcade machine - the sound, graphics and playability are all absolutely spot-on. Even the impressive title screen, and the character select screens have been included! And as a bonus there's even a practice option so you can try out new tactics against different





EN AXE

RATINGS

GRAPHICS 95%
Indistinguishable from the coin-op...

SOUND 96%
...and so's the sound!

VALUE 93%
This flawless copy of the arcade machine should keep you happy for weeks!

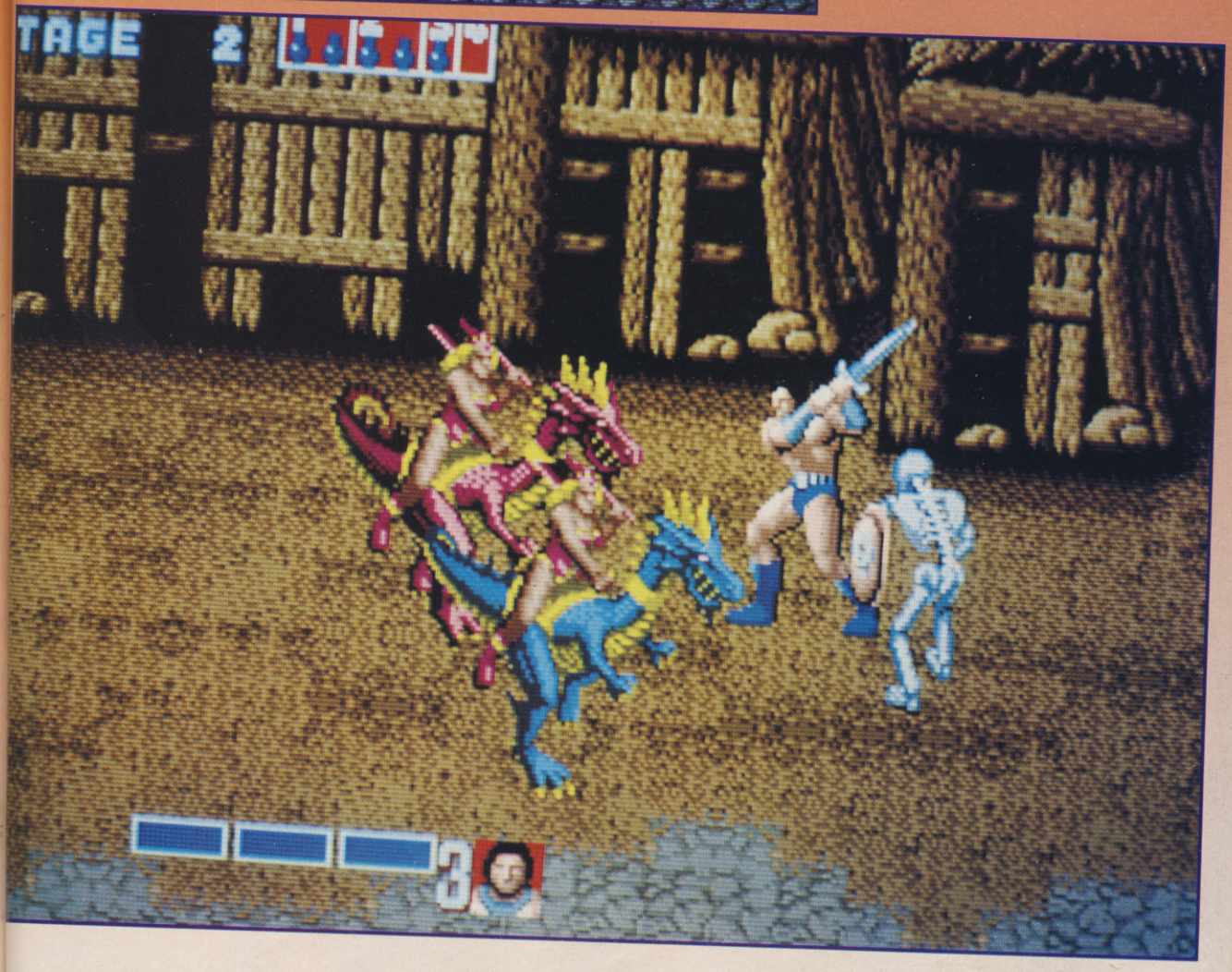
PLAYABILITY 97%
Tough, but incredibly addictive with a nasty surprise at the end!

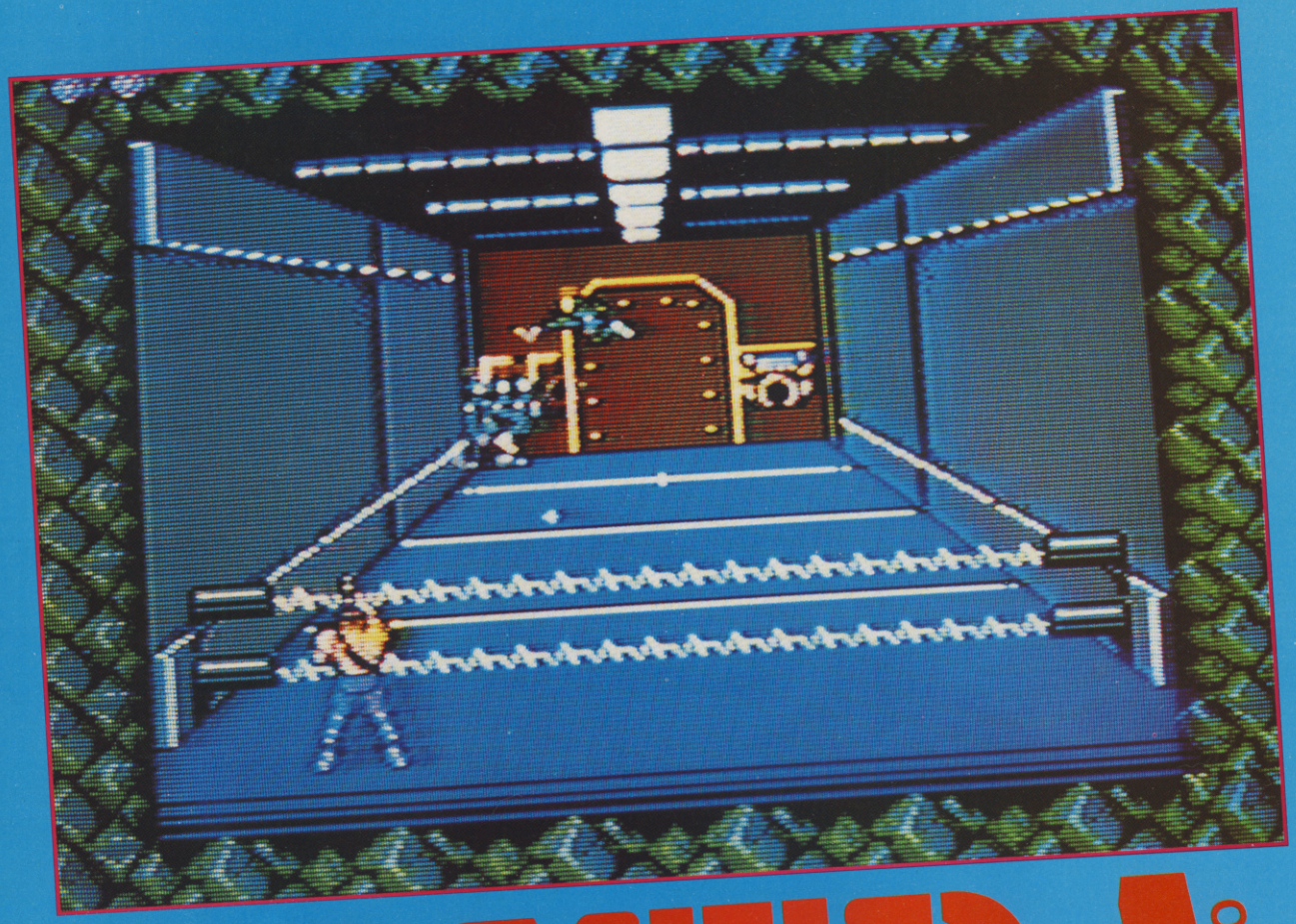
OVERALL 96%
One of the finest beat 'em ups available on any machine - do you need any higher recommendation?

enemies before engaging them in the game itself!

Some computer owners say that Megadrive games are expensive at around £35 - but when you're basically getting the equivalent of a real coin-op, I don't think it's very much to pay at all. Don't you?

JULIAN RIGNALL





CONTRA

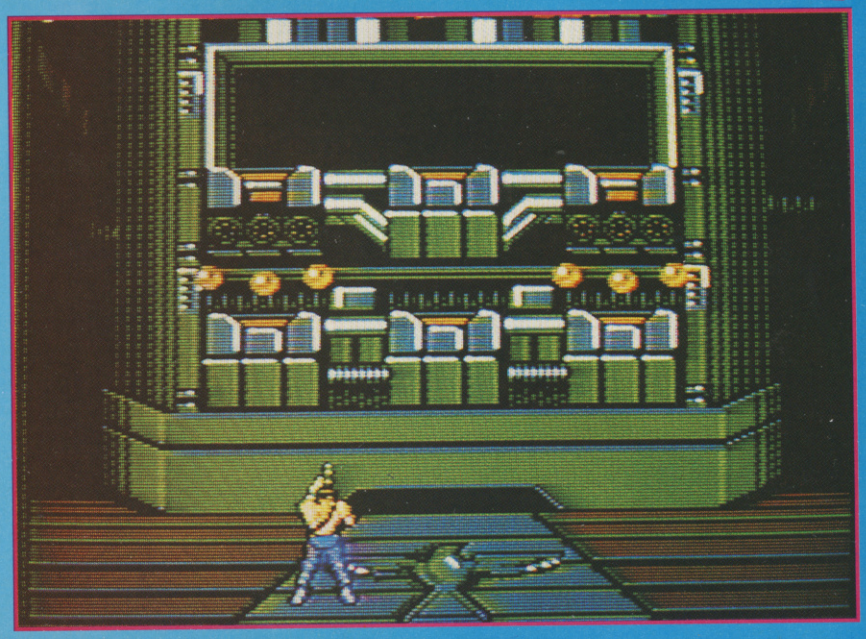
NINTENDO

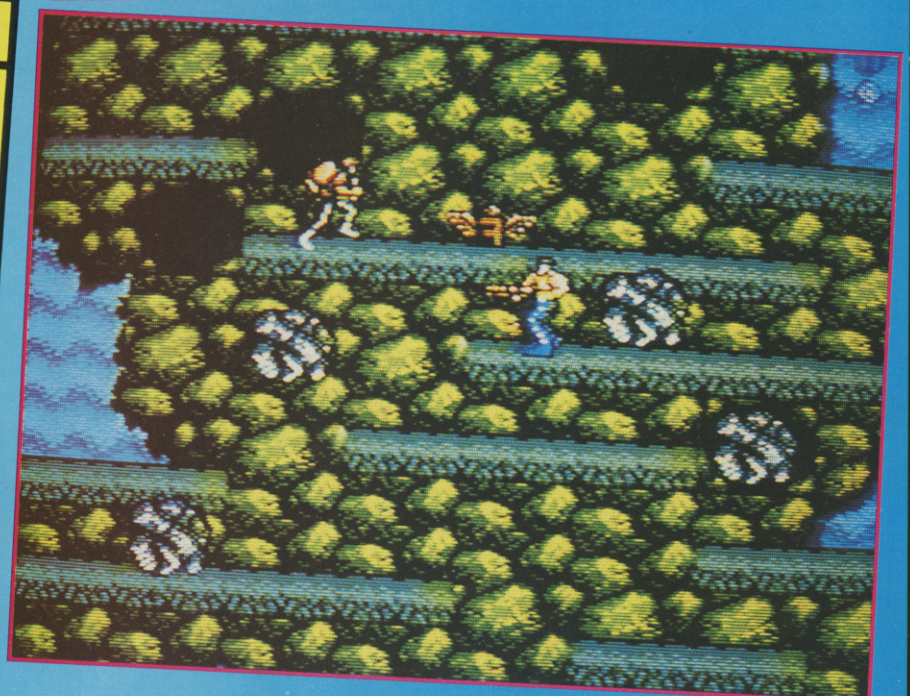
In 1957, a strange alien object crash-landed on Earth. This object turned out to be a massive attack craft, flown by the Red Falcon, the most evil being in the universe. Lance and Bill, two crack commandos from the good ol' US of A, have been ordered to infiltrate the vessel, kill all the enemies inside, and finally, defeat the Red Falcon before his cruel plans of world domination come to fruition.

Such is the storyline to Contra, better known by arcadesters in this country as Gryzor. One or two players take control of the commandos, whose mission it is to battle through eight dangerous levels, all jam-packed with alien baddies, and put an end to the evil Red Falcon. While most of the levels consist of horizontally scrolling death-dealing, the second and fourth are depicted in second-person perspective 3D, which you must run into instead of across. Shooting bonus icons, which fly past or are contained in gun emplacements, gives access to more powerful armaments, ranging from a rapid fire gun to a mass-destruction smart bomb. You begin with three lives and three continues - run out before killing the Red Falcon and Earth is doomed!

Contra is a superb coin-op conversion, and features some brilliant sprites and backdrops, thumping soundtracks and ear-popping effects. The shoot 'em up action is hard and tough, yet very addictive too, and the range of extra weapons adds to the playability immensely. If I were to buy just one blaster for the NES, Contra would be high in the running.

PAUL RAND





RATINGS

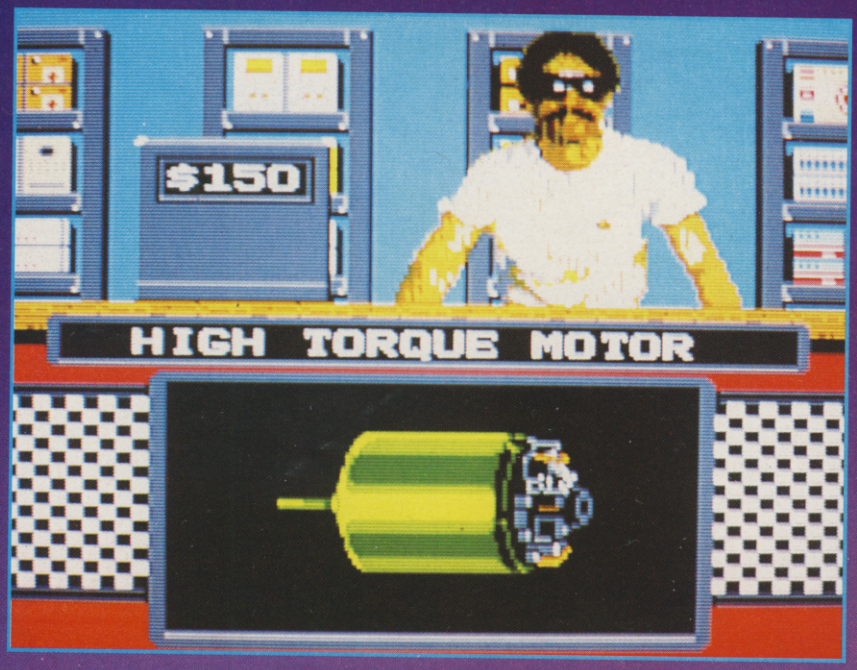
GRAPHICS 87%
Excellent, with plenty of colourful sprites and backdrops.

SOUND 84%
Stirring tunes and great effects.

VALUE 82%
This one's a toughie - completing all eight levels takes plenty of perseverance.

PLAYABILITY 92%
Although it's a hard game, you just keep on coming back for more.

OVERALL 90%
A superb shoot 'em up with plenty of novel twists.



RC GRAND PRIX

SEGA

RC Grand Prix is a little different to your usual car racing game on the Sega - this one has you racing radio controlled buggies around a variety of different tracks against the console and your friends! Each player, of which there can be five in all, pits his skills against three other machine-controlled cars, with the aim of beating the opposition and winning lots of lovely money in the process. The cash wish you acquire can buy all manner of goodies to soup up your vehicle and give you an even better chance to beat the other drivers.

This is the nearest you will get to Nintendo's RC Pro Am on the Sega, and it's almost as enjoyable as the aforementioned game. The forced 3D perspective works well, and there's very little sprite flicker either. The cars hurtle round each course at staggering speeds, and the addition of a multi-player option is appreciated - if only it was possible for two players to compete in the same race. Ah well.

RC Grand Prix doesn't contain stacks of long-term playability, so it's probably only suitable for the younger player. But if you've got a kid brother or sister, why not buy it for them and play it on the sly?

PAUL RAND

RATINGS

GRAPHICS 72%
Fast, colourful and virtually flicker-free sprites and well designed tracks.

SOUND 73%
Not brilliant, but above average and it fits the mood of the game too.

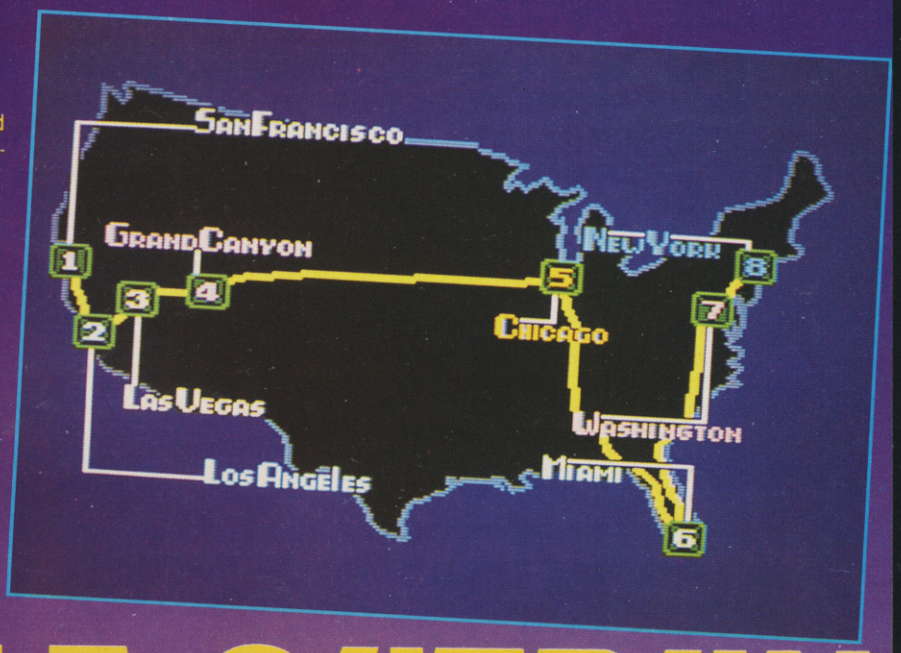
VALUE 72%
Should keep younger players engrossed for hours - not so sure about the more discerning gamer though.

PLAYABILITY 72%
It won't take ages to get round all the courses, but there is the added challenge of beating your friends in the multi-player game.

OVERALL 70%
An amusing and fairly original product which is best suited to the kids - although older gals and guys can have a lot of fun playing too!

BATTLE OUTRUN

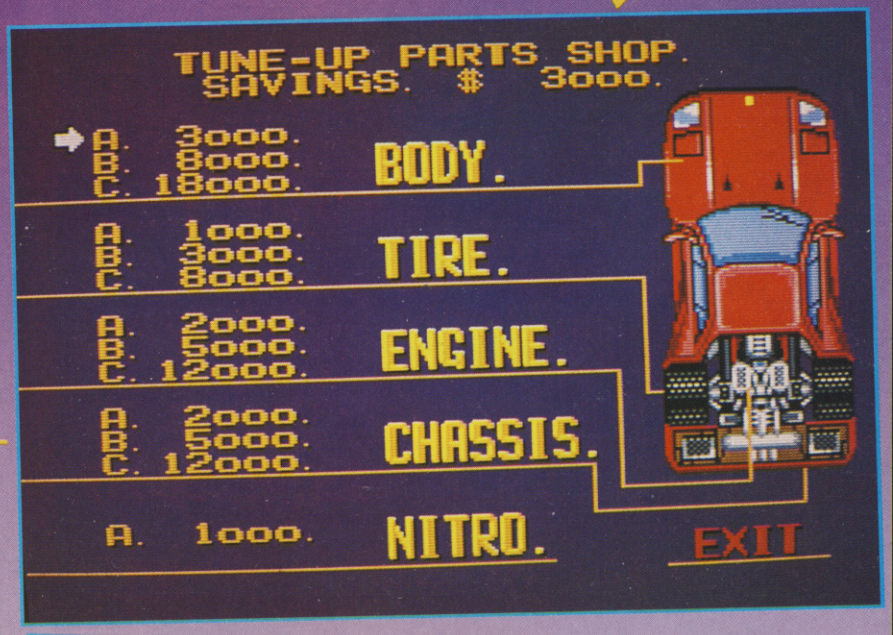
SEGA



Battle Outrun is a cross between Outrun and Chase HQ, with the player taking the wheel of a brilliant red Ferrari F40 and chasing after evil criminals who're escaping justice in a variety of exotic fast cars..

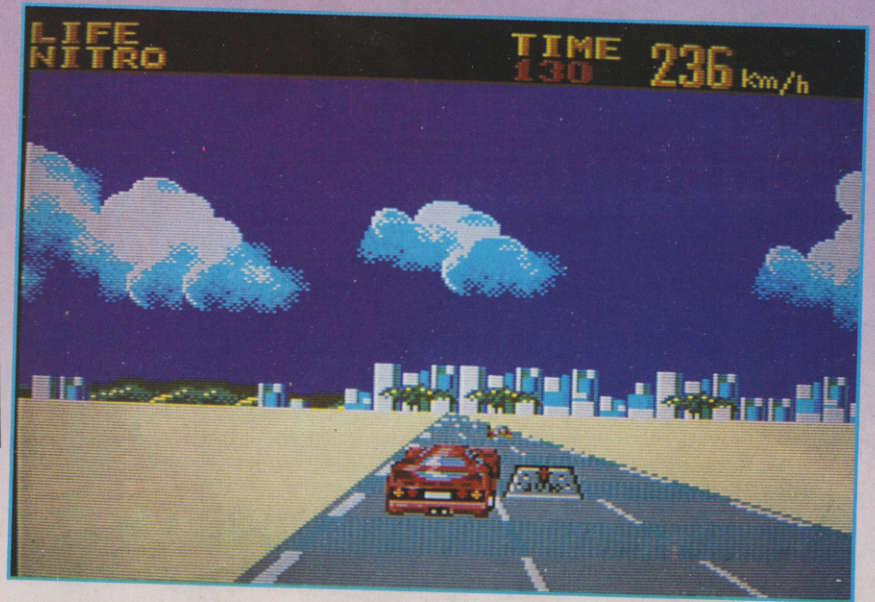
Each mission starts with you a long way behind the criminal, and fast driving through heavy traffic is required to catch up with the felon. Once he's in your sights, a bar appears at the top of the screen and you have to smash the criminal off the road. Each hit reduces the bar, and once the bar is completely diminished, the criminal is forced to give up. You're given a strict time limit, and failure to bash the criminal off the road before the timer expires ends the game.

At regular intervals friendly trucks appear which open their back doors - drive inside and you get the chance to buy extra parts for you car with the money you've earned for capturing the previous criminal. And you certainly need to customise your car to catch some of the later criminals, who dodge and weave about at incredible speeds!



Battle Outrun is a fast and exciting chase game and features some neat graphics. But it's not all that hard and it doesn't take much practice to beat all the criminals. If you want a more challenging chase game, take a look at Chase HQ before making your mind up - I think it's better.

JULIAN RIGNALL



RATINGS

GRAPHICS 84%
The sides of the road are a bit bare, but the road itself and the car sprites are great.

SOUND 73%
Atmospheric, but not outstanding.

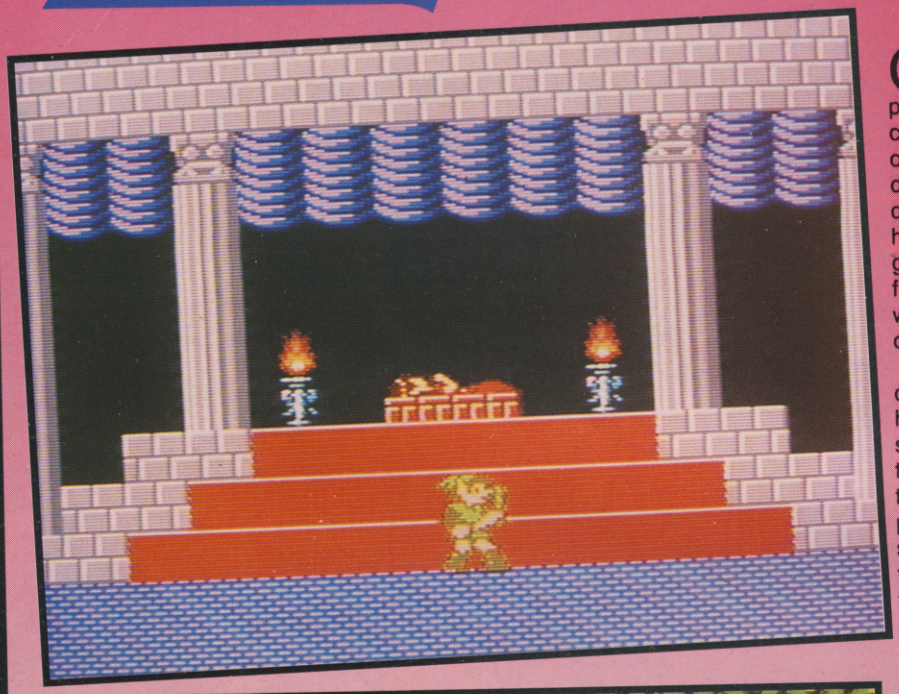
VALUE 72%
Great, but it doesn't take long to go all the way through the game.

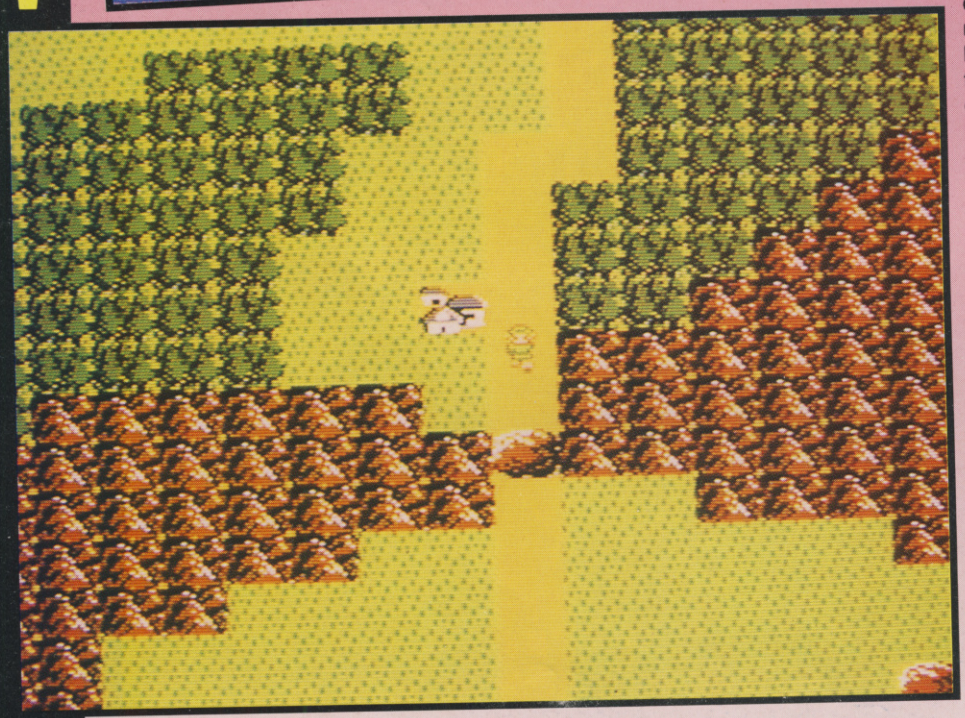
PLAYABILITY 77%
Good fun, but the levels do get a little long-winded.

OVERALL 79%
A good Chase HQ-style game, but not as good as the real thing.

ZELDA 2

NINTENDO





Garon the wizard has been defeated, but things are far from peaceful in the land of Hyrule. The Princess Zelda refused to give the secret of the Triforce crystal to an evil sorcerer and, in an uncontrollable rage, cast a sleeping spell on her. Link, the hero of Hyrule, has once again been given the task of freeing the kingdom from oppression, by going out into the wilderness and retrieving the last piece of the Triforce.

Zelda II - The Adventure of Link, casts the player as the hero Link in a huge arcade adventure set across the sprawling kingdom of Hyrule. Unlike the first game, Zelda II is played using two different viewpoints - an overhead plan view of Hyrule and a sideways-scrolling section in which Link can fight, collect objects and interact with the inhabitants of any villages he comes across during his quest.

The object is to find the Courage crystal, the last hidden piece which makes up the Triforce, and to do this he must seek out and plunder six castles, each populated by a host of evil guards and a powerful end of level monster. Although carrying only a sword, Link can collect magic throughout the game - the first spell is freely available by simply going to talk to the magician in the village of Rauru, but other, more powerful magic can only be received by completing sub-quests given by the other villages.

Each of the castle guardians possess a magical statue which, when placed together, show the whereabouts of the Courage crystal. Should you retrieve the crystal the Princess is wakened and Hyrule becomes a tranquil kingdom again.

Zelda II - The Adventure Of Link is a huge arcade adventure which will keep most gamers busy for months, never mind weeks. It doesn't look up to much, but the gameplay is so involving that the aesthetics come a poor second to the challenge of getting that bit further with each sitting. The sub-

RATINGS

GRAPHICS 71%
Not brilliant, but they're atmospheric and do the job.

SOUND 74%
Again, nothing outstanding, but what's there is perfectly alright.

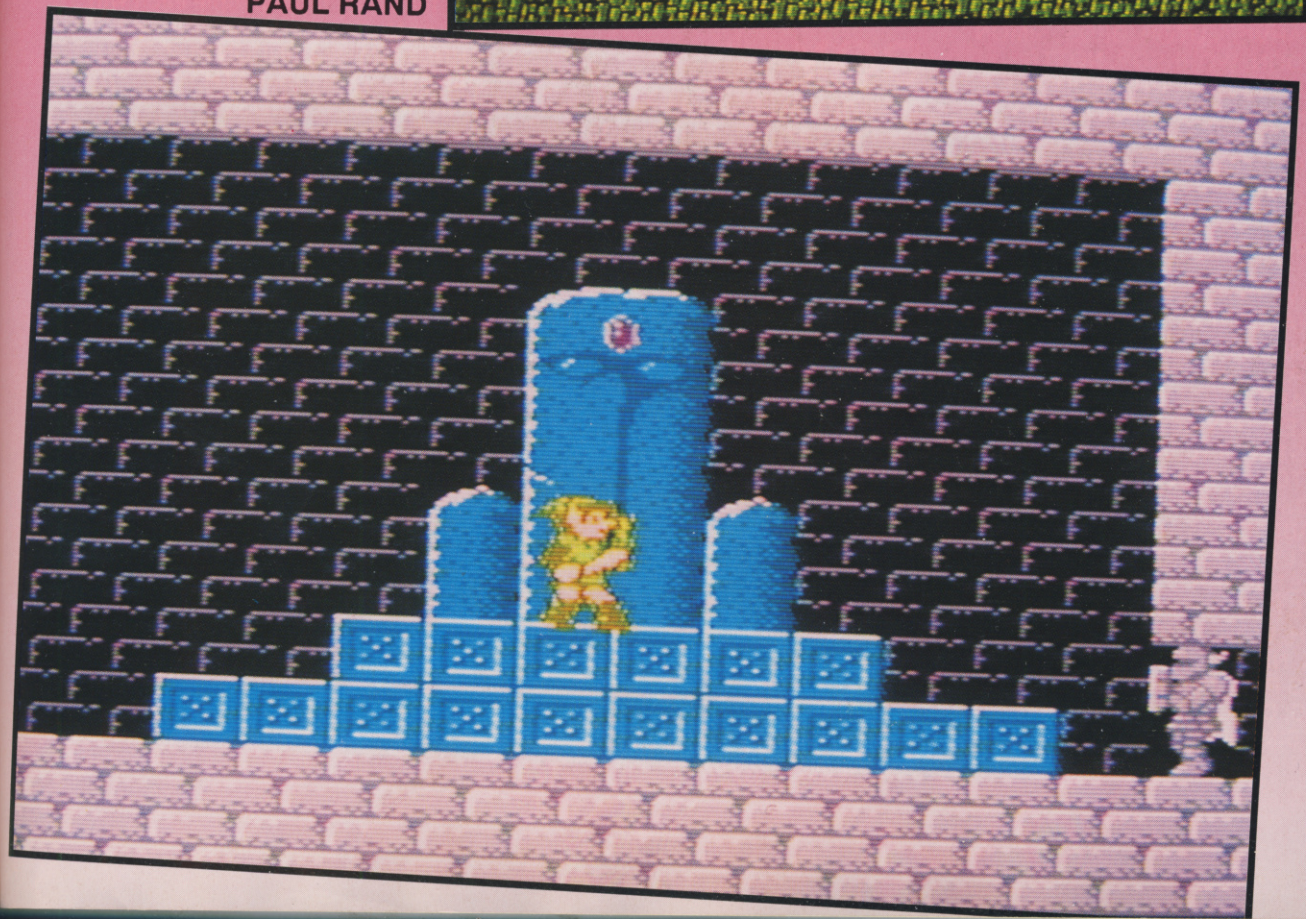
VALUE 93%
Weeks and weeks of gaming lie in store for potential players.

PLAYABILITY 95%
A superbly crafted game which just keeps you coming back for more.

OVERALL 94%
An absolutely superb arcade adventure which shouldn't be missed.

quests are a nice idea, and add that extra longevity to the cartridge, and there's even a save game option, should you wish to do something boring like go to bed! There are lots of friendly villages dotted around the kingdom, and some of the inhabitants are very friendly indeed (there's one particular young lady who invites you into her house for a rest!) and you can speak to all of the villagers - many of them have an interesting clue to pass on to you. The Adventure Of Link really is a smashing game, and one which you'll be hard-pushed to finish; thing is, you'll find it very difficult to resist the challenge!

PAUL RAND



RESULTS!

WHO WON WOT!

Here are the results to all the competitions featured in the Complete Guide to Consoles Book I

WIN A SEGA

This lucky person wins a Sega Supersystem:
R K BAKER, KENT
These two people each have won a Sega Mastersystem Plus:
S PENDLEBURY, LEIGH, LANCS
NIGEL AND ANDY, BILEYS, LEICESTER
These two people have each won a Sega Mastersystem and game:
M WALSH, LONDON E10
ELLIOT GARDNER, LONDON SW20
All these people have won a copy of California Games:
PAUL RAISBOW, SHEFFORD, BEDS; C PIPER, LONDON E14; JAMES EDENBOROUGH, SWANSEA; RICHARD BOND, UPMINSTER, ESSEX; BEN JARVIS, LUTON, BEDS; SIMON REARDON, WORKSOP, NOTTS; NASSER KHAKPOUR, LONDON E71, STEPHEN RYU MASIH, COWLEY, OXFORD; HYWEL DAVIES, MACHEN, GWENT; MATTHEW BARTLAM, STOCKTON ON TEES, CLEVELAND
All these people win Sega goodie bags
BARRY SCOTT, WINGATE, COUNTY DURHAM; TREVOR DILLIWAY, CANVEY ISLAND, ESSEX; CHRIS VARNEY, AYLESBURY, BUCKS; LUKE O'MEARA, RYDE, I O W; RYAN SWALES, HEYWOOD, LANCS; CHRISTOPHER SAUNDERS, WARRINGTON; M PANTAZIDIS, GERRARDS CROSS, BUCKS; FRANK McCABE, GIPSY HILL, SE19; MICHAEL BUTLER, PRESTON, LANCS; CHRISTOPHER O'DONOGHUE, LONDON E12; CULLEN O'GORMAN, REDDITCH, WORCS; COLIN McCORMICK, NEWRY, COUNTY DOUN; CHRIS PADAIN, TRUSTHORPE, LINCS; D A COLLEY, MANCHESTER M19; SIMON GORDON, LONDON E6; S THOMAS, LETCHWORTH, HERTS; PHILIP CHRISTOPHER, STEBBING, ESSEX; M GIBSON, LONDON NW1; CHRIS MONTGOMERY, SOUTH WIGSTON, LEICESTER; SAMUEL BAILEY, CHORLEY, LANCS

WIN A PC ENGINE

These three lucky people all win a PC Engine:
B MURRAY, YEOVIL, SOMERSET
K HALLETT, CAMBRIDGE
ANDREW KINSEY, NORWICH

WIN A GAME BOY

The following three people have each won a Nintendo Game Boy:
RICHARD WALLACE, POOLE, DORSET
WAYNE ROBINSON, STEVENAGE, HERTS
S ARCHER, LONDON SW11

WIN A SEGA MEGADRIVE

The following three people have each won a Sega Megadrive:
H MINTON, RALEIGH, ESSEX
R GARDNER, WARLEY, W MIDS
PAUL CROSS, HIGH WYCOMBE, BUCKS

KONIX COMP

Konix are suffering problems at the moment, and production of the machine has been delayed. So, we're keeping all the entries to this competition, and as soon as the machine is in production and the prize can actually be sent out, we'll pick a winner - the name will be published in a future edition of C+VG!

HOTLINES

LINE ONE: PC ENGINES

The following three people each win a PC Engine:
NIGEL KENNEDY, LONG BENTON, TYNE AND WEAR
T HENDRICKS, BLACKPOOL, LANCS
ROLAND DAVIDSON, TAUNTON, SOMERSET

LINE TWO: SEGA MEGADRIVES

The following three people each win a Sega Megadrive:
CHRIS JAMES, LONDON EC2
DARRYL EDDINGS, BATH
T NICHOLSON, LEEDS

LINE THREE: NINTENDO GAME BOYS

The following three people each win a Nintendo Game Boy:
MARK BOYD, BISHOP'S STORTFORD, HERTS
R KENNY, BRIGHTON, E SUSSEX
TREVOR SAUNDERS, CARDIFF

THREE BONUS GAME BOYS

The following three people each win a Nintendo Game Boy:
K DEAN, WIRRAL, MERSEYSIDE
COLIN WEBLING, BLACKBURN, LANCS
H SINGH, PETERBOROUGH

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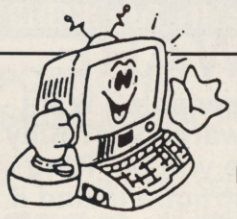

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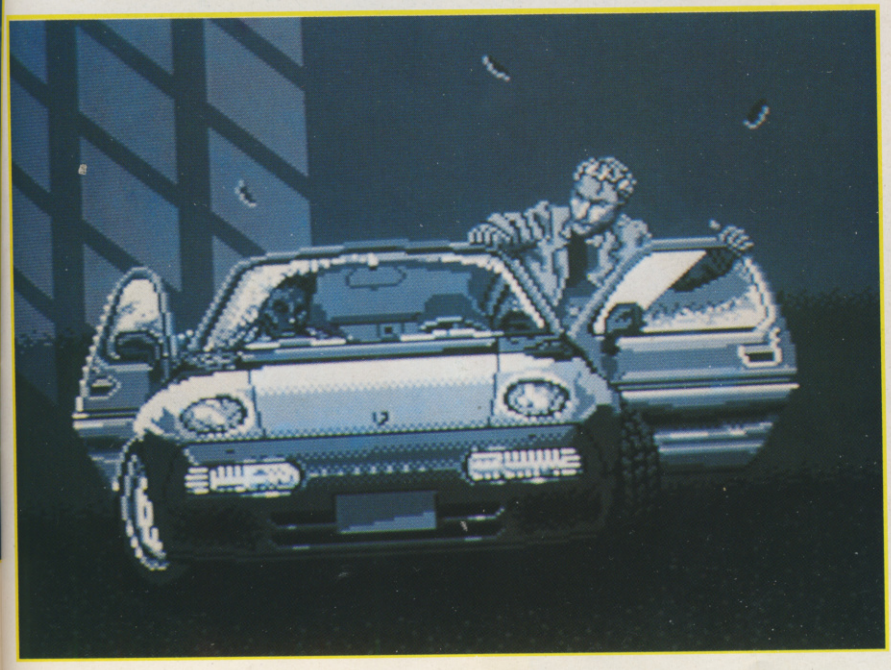
CHASE HQ

TAITO/ PC ENGINE

Crime is rife in these parts, and the perpetrators are using turbo-charged sports cars to outpace the standard Police black-and-whites. To combat the problem, the police department has set you and your partner up as the Chase Squad, and kitted you out with a nippy black Porsche 944 so you can keep up in the hottest of hot pursuits (and impress the girls at the same time).

You get two minutes to apprehend each criminal - one minute to spot his car, then a further 60 seconds to run him off the road. If you run out of time, the criminal escapes outside the city limits and the pursuit is called off.

The first part of the chase is usually pretty easy, only complicated by other cars, a fork in the highway (an arrow indicates the correct road) and your own driving ineptitude. On later assignments, though, the criminal's car has an increasingly large head-start, and the only way to reach him in time is to drive without crashing once (pretty difficult when you're travelling at speeds in excess of 300 kmh!).



Now you might think 300 kmh is pretty fast, but when time starts to run short even this isn't fast enough! Luckily your car is fitted with three turbos which temporarily boost your speed to over 400 kmh, but make steering very tricky!

As soon as you spot the suspect's car, your partner clamps the cherry light to the Porsche's roof, the siren starts to wail, and the chase is really on! To run him off the road, you have to catch up with him and bump his car 20 times (shown on an LED bumpometer) before he gives up and pulls over.

Surely one of the most important features of any 3D driving game has to be the speed of the graphics. If the speedo reads 300 kmh, the graphics should be fast enough to convey the exhiliration of driving at 300 kmh. I'm happy to say that Chase HQ scores highly in this respect and as well as being very fast-moving, both the cars and the scenery are well defined.

Sound is a little lacking I'd say; the action is backed by passable renditions of the arcade tunes, but the sounds of the engines and the crashes are weak. There is quite a bit of speech in there, but don't get too excited because it's all in Japanese.

The gameplay, though, is as exciting as it ever was, and even if you've never played the coin-op, the high-speed thrills of this conversion make it well worth a look.

PAUL GLANCEY

RATINGS

GRAPHICS 84%
Very detailed, and fast enough to give you the essential feeling of driving at insane speeds.

SOUND 70%
Background music is faithful to the coin-op. Spot FX are only passable, though, and unfortunately, all the speech is in Japanese (but then, what do you expect from a Japanese game?)

VALUE 84%
Plenty of high speed thrills and spills for your money.

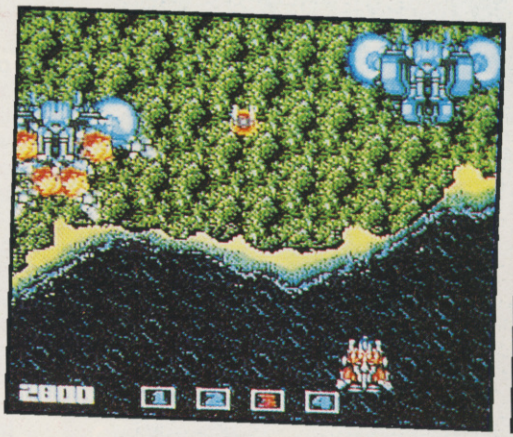
PLAYABILITY 85%
The combination of speed and fine graphics make for a very exciting and playable game.

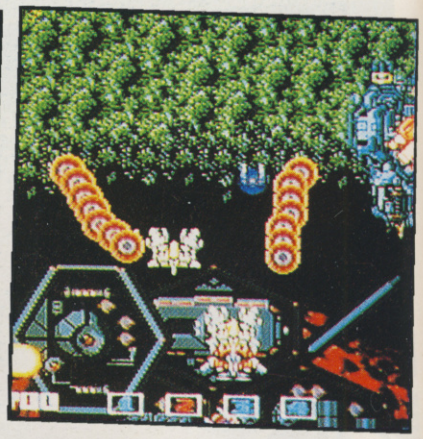
OVERALL 86%
An impressive conversion with all the dynamic action of Taito's coin-op.

IMAGE FIGHT

PC ENGINE

Irem's cracking vertically scrolling shoot 'em up is just a few weeks away from launch on the PC Engine. It's a six-level game in which you fly up the screen, pick up as many power-up weapons as possible and blast everything in sight. Nice and simple, eh? The graphics are looking virtually identical to the coin-op - we'll be bringing you a full appraisal of the gameplay in a future edition of Computer and Video Games magazine. Look out for it!

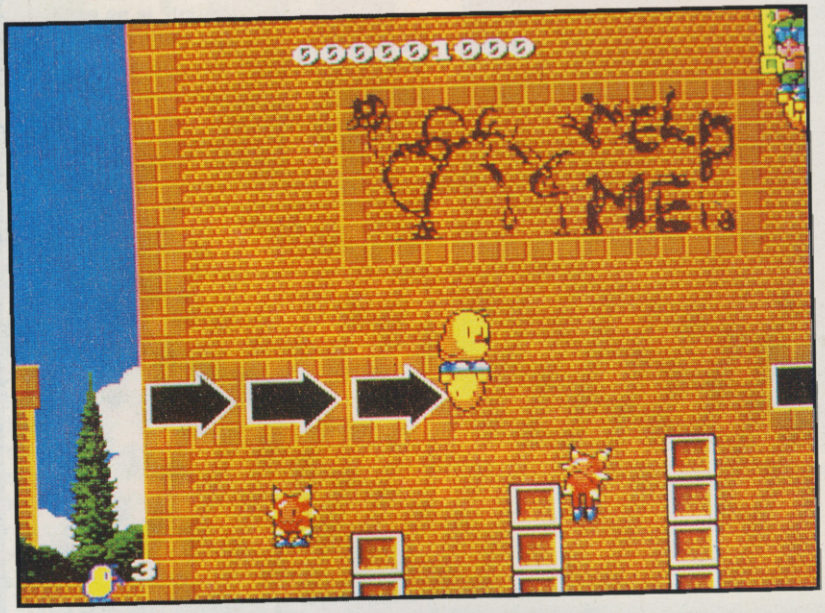


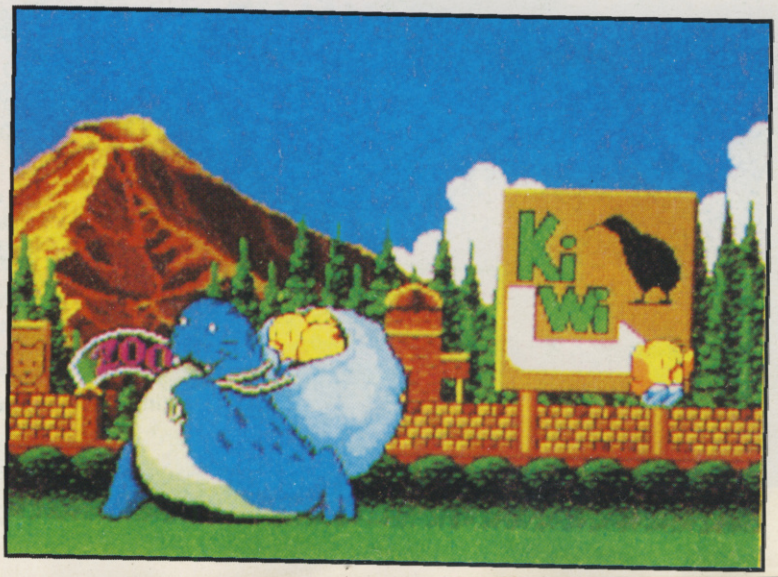


NEW ZEALAND STORY

PC ENGINE

Name two things that New Zealand is famous for. The kiwi is one of them, while the other is groups of Maori protesters throwing T-shirts at our lovely, diamond Queen. Well, you couldn't exactly make a shirt-lobbing game can you, so here's some early pics of a coin-op conversion of a game based on the former. For those of you who have never seen New Zealand Story in the arcades, you play Tiki, a young kiwi chick whose mission it is to rescue his fluffy chums before they're eaten by big fat Bluey the Walrus and his Antarctic cronies. Twenty levels of flightless frolics await the budding birdie when New Zealand Story hits the streets, and here's a screenshot or two just to get your beak quivering.

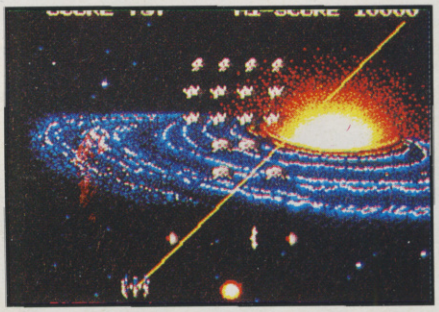


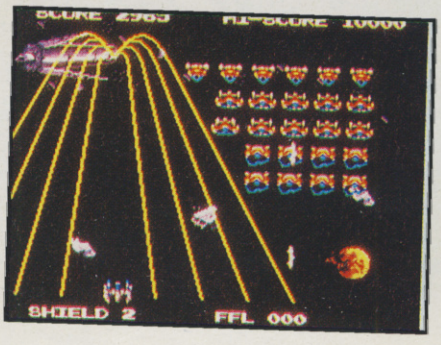


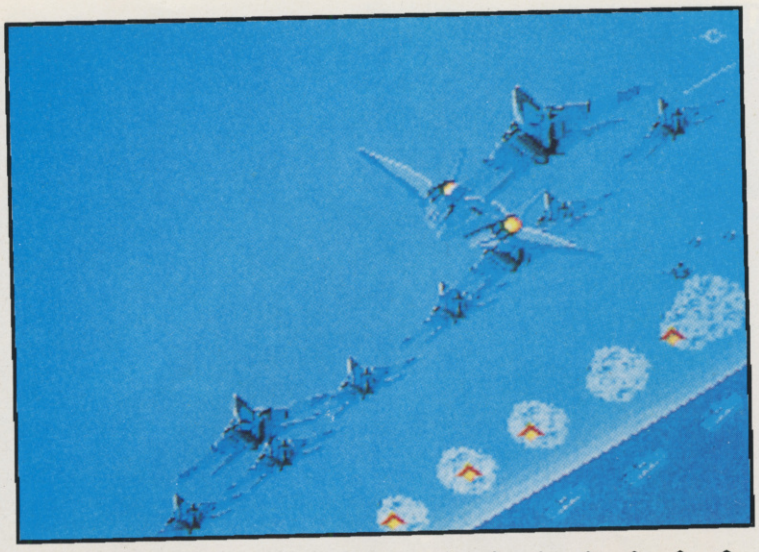
SPACE INVADERS PLUS

PC ENGINE

The Grandad of all video games is about to appear on the PC Engine. Space Invaders Plus features a spot-on copy of the original version of the game in all its glory, as well as a beefed up 1990's effort which includes full-colour graphics and all sorts of extra weapons. Who says you can't teach an old dog new tricks, eh?







AFTERBURNER

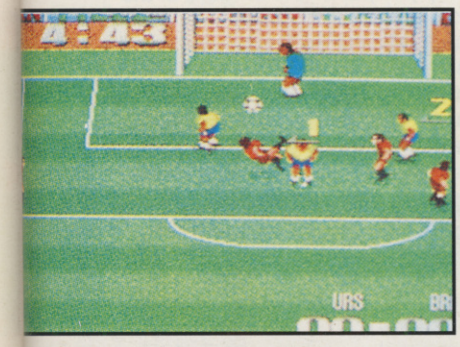
PC ENGINE

WhhhhOOOOSSSHHH!!! Cor, looka dat F-14! Yes, it is rather tasty, isn't it, and don't go thinking that it's taken from the Sega coin-op, 'cos it isn't. No, this is yer common-or-garden, honest-to-goodness Engine graphics and no mistake, me old china. The non-stop blasting the baddie action's exactly the same as the arcade version, and the screens we've seen look absolutely, 100% spot on. Should be a cracker of a cart when it hits the streets!

FORMATION FOOTBALL

PC ENGINE

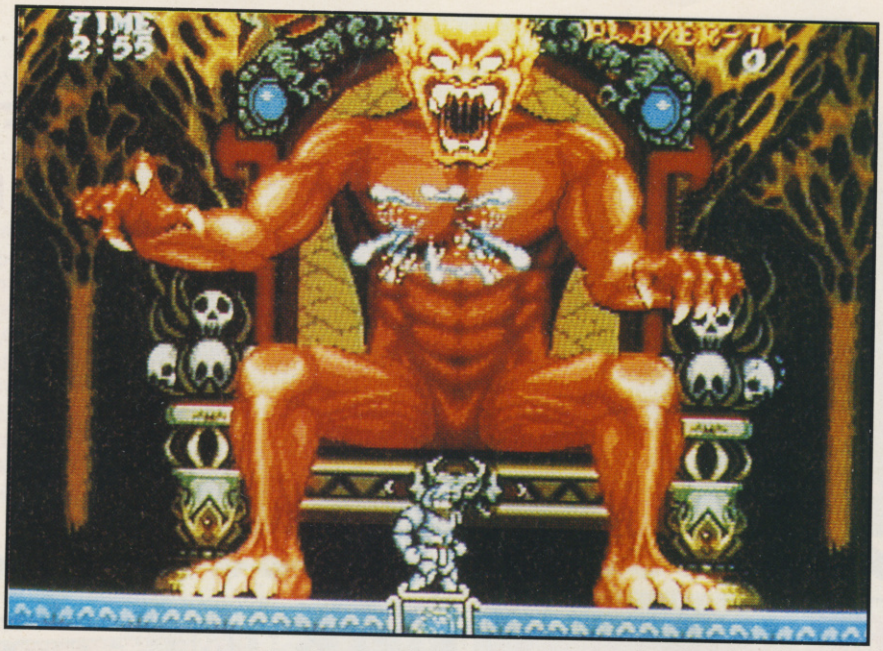
Here it comes! The first ever footy sim on the PC Engine!! And it looks spectacular!!! Formation Football has been timed just right for the World Cup, so even if your favourite team mucks it up in the qualifying rounds you can still have bags of fun kicking a digital ball around on your screen. The game contains loads of amazing features, such as volleys, headers and overhead kicks, as well as the usual corners, penalties and so on - and all displayed in glorious, vertically scrolling 3D! So sit back, involuntarily drool all over the screenshots shown here, and start saving up those sheckles in time for the game's release!

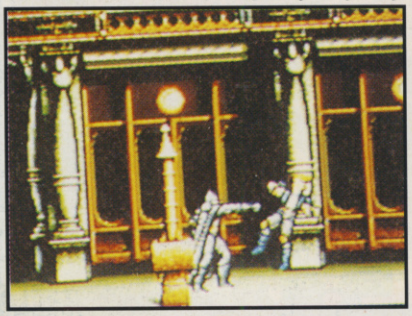


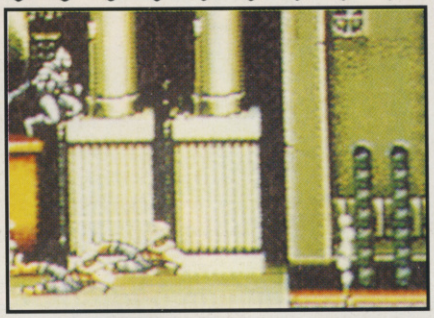
GHOULS 'N' GHOSTS

PC ENGINE SG

One of the first games to appear on the new PC Engine Super Grafx is a conversion of Capcom's brilliant arcade game, Ghouls 'n' Ghosts. Take control of Sir Arthur the Knight and battle an army of supernatural creatures as you go to rescue your girlfriend Princess Prin Prin from the clutches of Lucifer himself! The graphics look pretty stunning - but is it as good as the Megadrive version? We'll be bringing you a full review in Computer and Video Games magazine in the next few months.







BATMAN

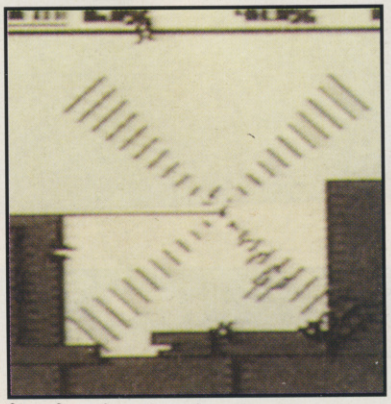
MEGADRIVE

Wait until you get a load of this! Megadrive Batman is basically the same game as the Nintendo version, which was reviewed earlier in this book, but features even better music and graphics!! A must for Bat-fans.

SPLATTER HOUSE

PC ENGINE

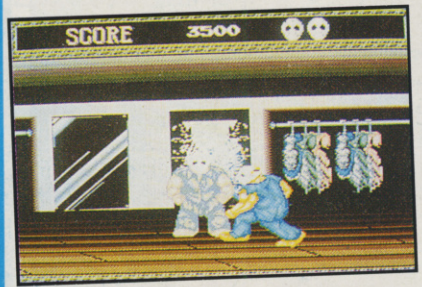
One of the goriest arcade games of all time is Namco's Splatterhouse - and it's just about to be released on the PC Engine. The player takes the role of Jason, a corpse brought back to life to battle the devil and his army of vile creatures. This involves hacking and slashing through levels infested with bloated babies, rotting corpses who burst into green slime when bashed, chainsaw-wielding zombies and slimy eyeless snakes! The action is truly vile in the worst possible taste - but we love it!

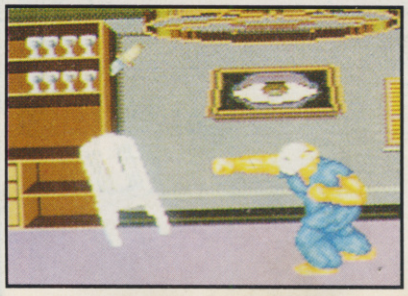


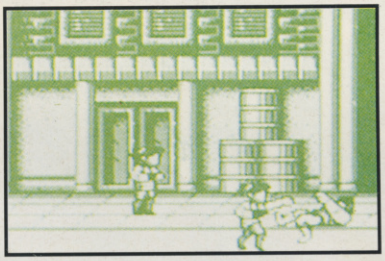
QIX

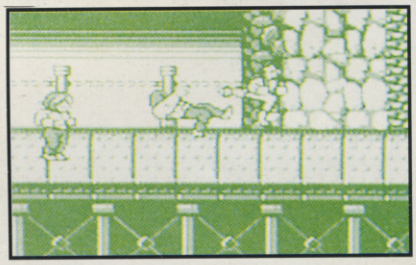
GAME BOY

An original arcade game which appeared way back in 1981 was Qix, an abstract painting game. The idea is simply to paint 75% or more of the screen grey by painting boxes, which automatically fill. The trouble is that Qix is marauding about and if he crashes into a box before it's completed, you lose a life. Qix is a very strange game, but it's incredibly addictive - check it out when it's available next month!









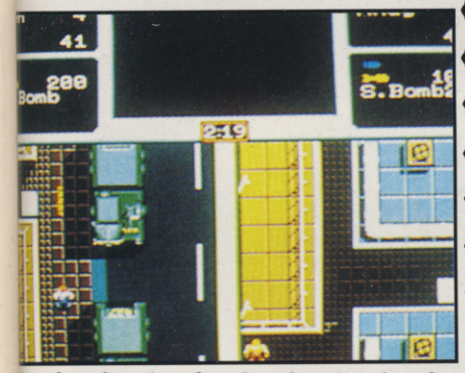
DOUBLE DRAGON

GAME BOY

The brilliant Technos arcade machine is about to be released on the Game Boy. Your girlie has been kidnapped by a load of hoodlums (haven't we heard this somewhere before?) and you've got to travel to the bad side of town and rescue her. This involves beating up gangs of street thugs and giant baddies who are all out to stop you. It looks great and features a brilliant simultaneous two player option - so you'd better get your friend to buy it too!

CRACKDOWN
MEGADRIVE

Ben and Andy, two super-tough commandos, are on a mission to track down and eliminate the evil Dr K. This involves entering his lair, and systematically destroying it by laying time bombs in each sector. Split screens are used to display the one or simultaneous two-player action, allowing the duo to split up and take different routes, or stick together and co-operate. These early screenshots certainly look very promising - look out for it.



INSECTOR X
MEGADRIVE

Taito's weird horizontally scrolling shoot 'em up, Insector X, is currently being translated to the Megadrive. The story is pretty stupid - Insector X has been miniaturised and has to do battle with loads of insects who are currently terrorising the rest of the garden with all sorts of laser weaponry. Why doesn't he just stay big, get out the DDT and spray 'em all to death? Who knows? But what it boils down to is a corking shoot 'em up with great graphics which any blasting fan should love.

GOLDEN AXE
PC ENGINE

It's reviewed on both Segas in these hallowed pages, and here's the exclusive shots of the PC Engine version of the brilliant Golden Axe coin-op, in which you hack and slash your way through over half a dozen levels in a desperate battle to crush the evil Death-Adder and his minions. If anything, the graphics on PC Engine Golden Axe look even better than their Megadrive counterparts, with loads of sprites which actually look as though they've been spruced up a bit! All the fun of a good, hard massacre will be winging its way to you shortly in the form of a compact cart very, very soon!

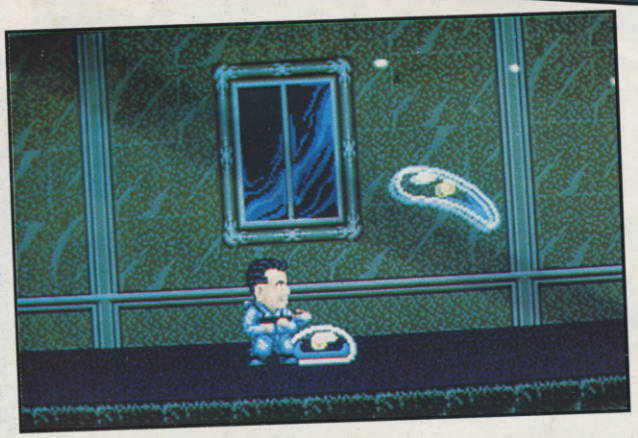
THUNDER FORCE III
MEGADRIVE

Thunderforce II is one of the best shoot 'em ups available on the Megadrive. But now it's about to be succeeded by its sequel, the originally-named Thunderforce III. The alien attack fleet has re-armed and they're back to get you. Ha! But little do they know that the Thunderforce attack craft has also been re-armed and features an even more impressive armoury than it did in the last game! Sounds like a big excuse for a mega ding-dong Armageddon battle of ginormous proportions. Be there.

GHOSTBUSTERS

MEGADRIVE

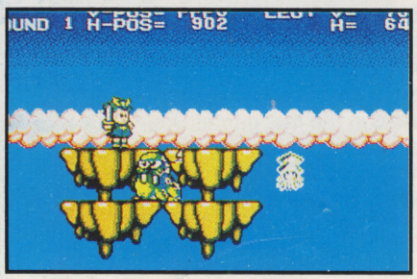
If "bustin' makes you feel good", you'll be over the moon to hear that Ghostbusters is soon to be finished on the Megadrive. It's a vastly improved version of the Sega Master System game, and boasts some marvellous cartoon-style graphics you bust all manner of spooks, ghosts and ghoulies and take on the evil and mighty Gorzar before he wrecks New York! It looks great, and, of course, it features the great Ghostbusters soundtrack in glorious Megadrive FM stereo sound!!!



SUPER WONDER-BOY III

MEGADRIVE

This isn't a version of the Sega Master System game, but is instead a conversion of the brilliant arcade game which recently appeared on PC Engine CD-ROM. Each level is split into two sections, the first of which involves guiding Wonderboy across a horizontally scrolling landscape, avoiding or shooting the many marauding meanies. Get far enough and the hero leaps onto the back of a dragon and flies into battle against squadrons of aerial aggressors with the ultimate aim of confronting and defeating the big guardian right at the end of the level. It's one of the best cute games around, and we're all waiting for it with baited breath!



MOONWALKER

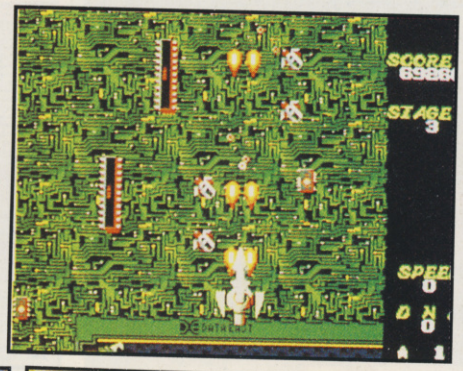
MEGADRIVE

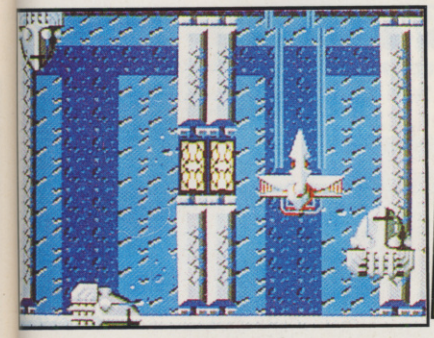
Soon to be appearing on a Megadrive near you is b-a-d Michael Jackson in this officially licensed game of his film. Mr Big is selling horrid drugs to "the kids" and our Mike is out to stop him. This involves lots of madcap antics including turning into a rabbit, a very fast car, a robot and a spaceship... Weird, eh? But what do expect from a pop star with a plastic nose?

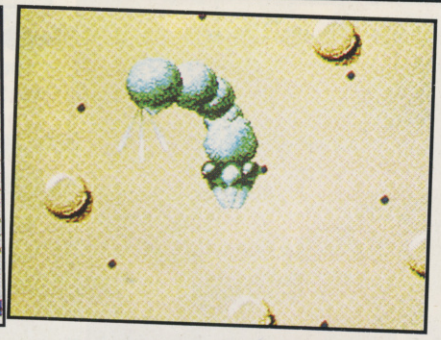
DARWIN 4081

MEGADRIVE

If you're itching to give your trigger finger a workout, Darwin 4081 sounds like the game for you. It's a fantastic-looking vertically scrolling shoot 'em up which features big 'n' beefy power-up weapons and hordes of enemy craft to blast into the middle of next week! More news as soon as we get it.



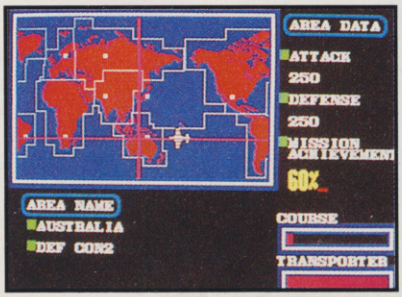


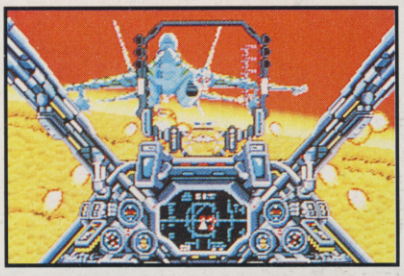


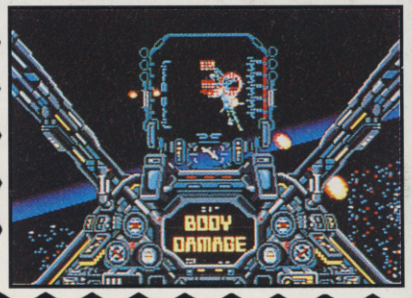
AIR DIVER

MEGADRIVE

The finishing touches are currently being put to Air Diver, the first 3D game to appear on the Megadrive since Space harrier. The Air Diver in question is a mega-powerful new plane, built for kicking alien ass! And there's plenty of opportunity to do that, since they've just invaded. What transpires is one of the slickest 3D shoot 'em ups around - look out for it.



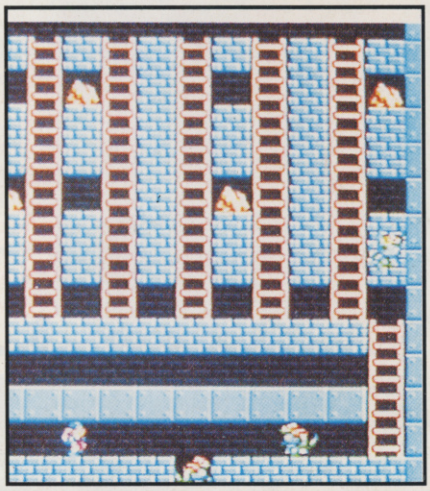


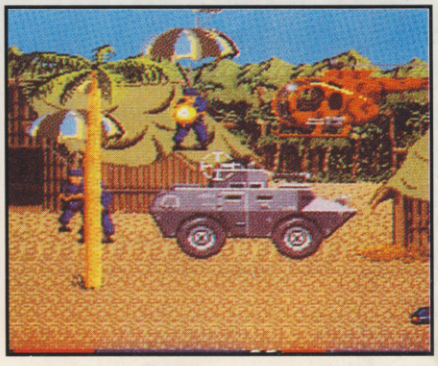


LODE RUNNER

PC ENGINE

A classic platform game which has been out on various home computers for years is Lode Runner - and it's about to be released on the PC Engine. The object is simple - run and climb around each screen, collect all the piles of gold and move onto the next. The only trouble is that there are loads of marauding baddies out to get you - and there are all manner of hazards and traps to avoid. Sounds like one for platform fanatics to look out for.





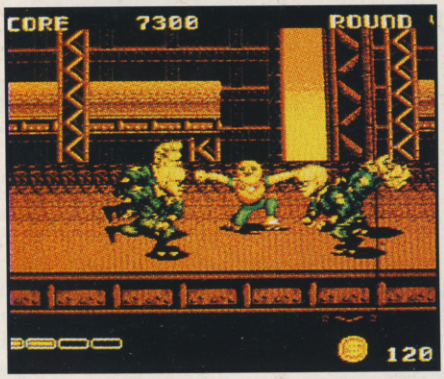
OPERATION WOLF

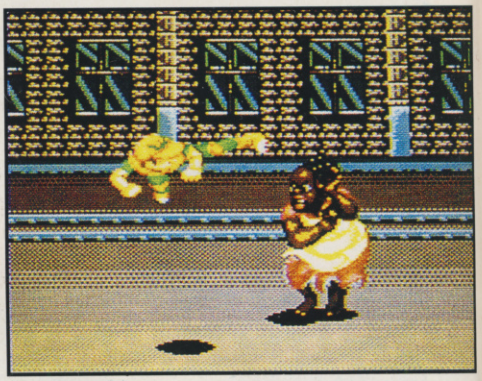
PC ENGINE

Get ready for Roy, all you death-dealing PC Engine owners! Mr Adams, star of the smash coin-op with the Uzi stuck to the front, makes his way over to the little console, minus the gun but packed with gorgeous graphics and bags o' blood and guts. Slip behind enemy lines and rescue the hostages, strewn throughout the six, increasingly more difficult horizontally scrolling levels, picking up ammo, rockets and other life-sustaining items as you go. You must admit that, judging by the screens shown here, Engine Op Wolf is looking absolutely staggering, with virtually coin-op perfect sprites and backdrops and, so long as the programmers get the speed of the original just right, Op Wolf fans are in for a real treat!

DJ KID
MEGADRIVE

Just out in the arcades, and soon to be appearing on the Megadrive is DJ Kid, a weird sort of roller-skating beat 'em up. Your girlfriend has been kidnapped and you've got to rescue her, which means freewheeling into the bad side of town and battling all manner of yobbos and thugs - some also on skates, others on foot. It certainly looks great!



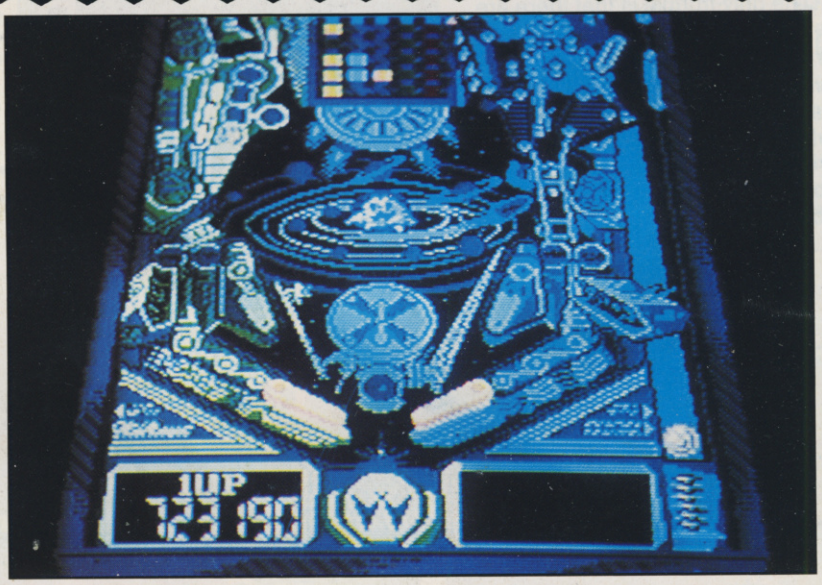


SUPER MONACO GRAND PRIX
MEGADRIVE

Here's the race game that all Megadrive owners are waiting for - the conversion of the incredible Sega coin-op, Super Monaco Grand Prix. It's an arcade simulation of the notorious Monaco Grand Prix, where you first have to qualify, and then race against a field of nineteen other expert drivers. And in this game you really do have to race - make any mistakes and you'll be overtaken by other drivers! If you manage to come first, second or third, you get the chance to race again - but this time in very slippery rainy conditions.

ARCHON
NINTENDO

Archon is superb hybrid chess/arcade game which appeared on home computers some years ago, and is finally about to appear on the Nintendo. It looks and plays similarly to chess until one piece goes to take another, whereupon the screen expands into a battleground. The two pieces then fights one another in a one-on-one arcade-style shoot 'em up, and the victor wins the square! Playing against the computer is great, but the game really comes into its own when two humans are battling one another! There's no release date in Britain yet - but let's hope its soon!!



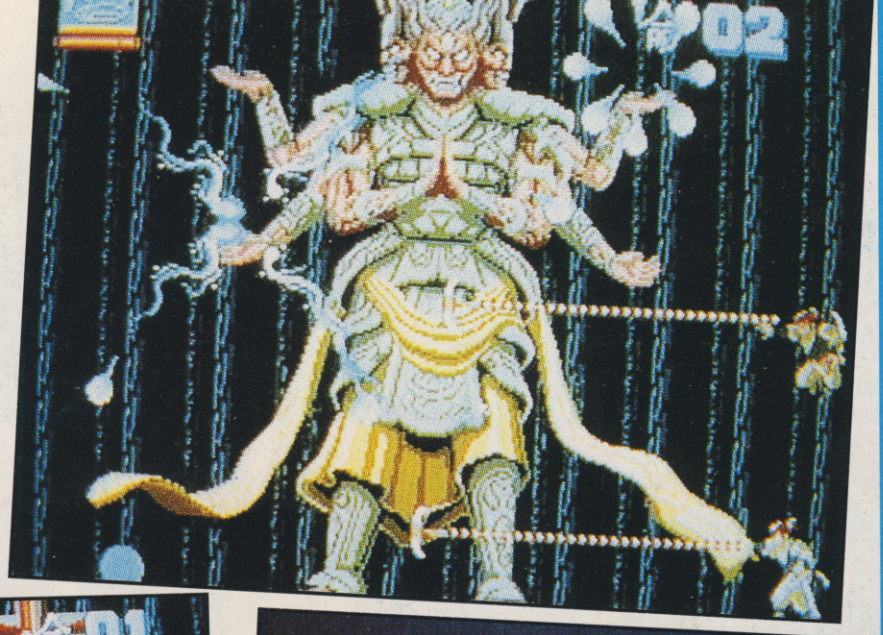
PINBOT
NINTENDO

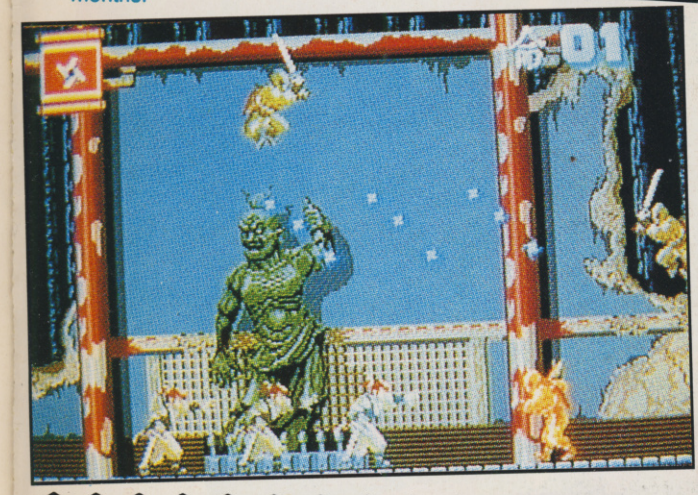
Nintendo is soon to release the first officially licensed computer pinball game - Pinbot. It's basically a flawless copy of the classic Williams table, and features everything that was on the original machine - even the speech. Those who've seen the game reckon it's the best computer pinball game yet seen. Not surprising, really, when you realise that the programmers are Rare Ltd, previously known as Ultimate Play the Game...

NINJA SPIRITS

PC ENGINE

PC Engine Ninja fans will be dead pleased to hear that Ninja Spirits is soon to appear on their machine. It's a Shinobi-style game in which you battle mythical monsters and giant demons with a variety of different power-up weapons. The neat graphics of the original arcade machine look as if they've been captured pretty well in this conversion - we'll be reviewing it in Computer and Video Games magazine in the next few months.

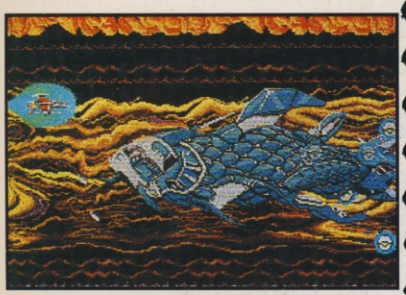


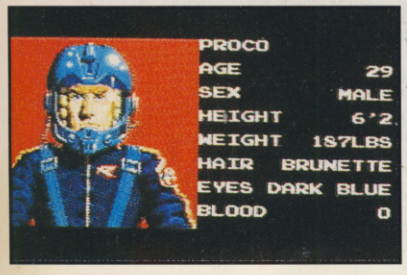


DARIUS

PC ENGINE

Darius was originally released on CD-ROM, but now a slightly cut-down version is available on cartridge. It's a horizontally scrolling shoot 'em up in which you pilot a heavily armed submarine against an army of sub-aquatic robo-baddies. It certainly looks great - watch C+VG magazine for more details.





SUPER REAL BASKETBALL

MEGADRIVE

Basketball fans will be wetting their Nike trainers when they get to play Super Real Basketball! Featuring stunning graphics - especially the series of amazing close-up replay screens where players slam-dunk the ball into the net - it promises to be the best basketball game yet seen, with every aspect of the sport crammed in! And it even includes a half-time cheerleader display - phwoar! If you're a sports game fan, look out for it later on this summer.

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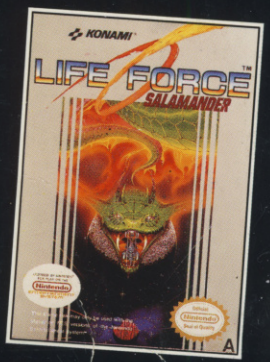

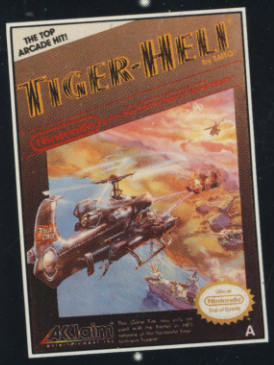

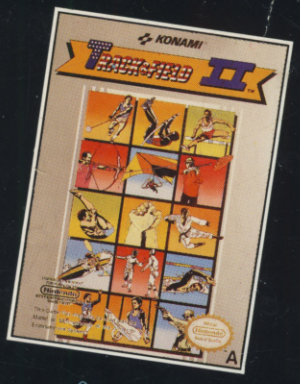

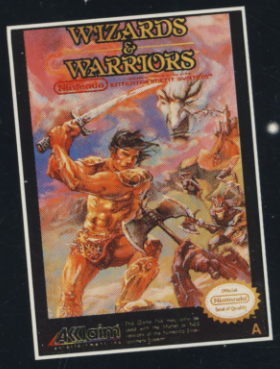

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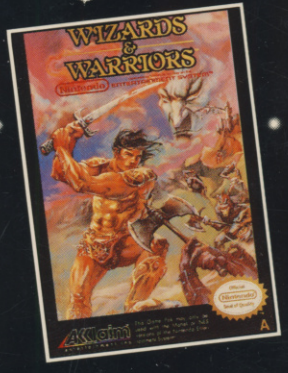

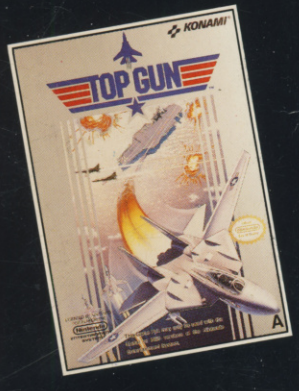

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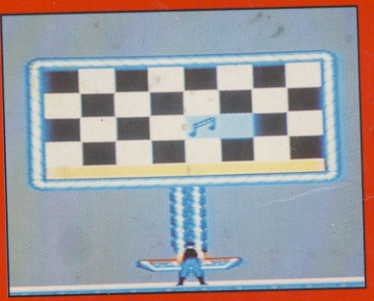

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